

ISSUE NO.
282
AUGUST
SEP/OCT PRE-ORDER



GAME TRADE MAGAZINE

EXCLUSIVE
SCENARIO
INSIDE!

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IN THIS ISSUE:

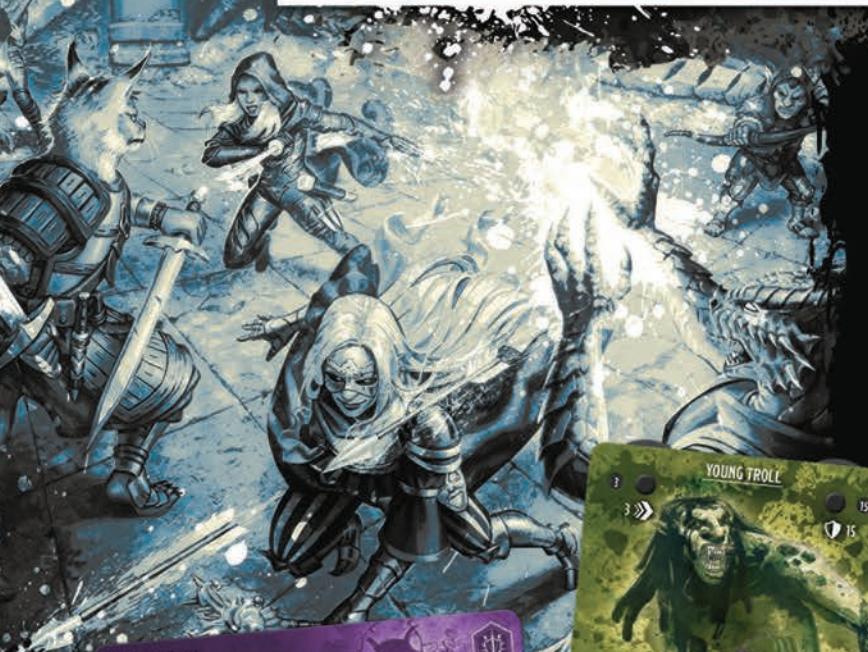
- ADVENTURE AS NEVER BEFORE IN *HEROES OF BARCADA* FROM ROLLACRIT!
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SEPTEMBER



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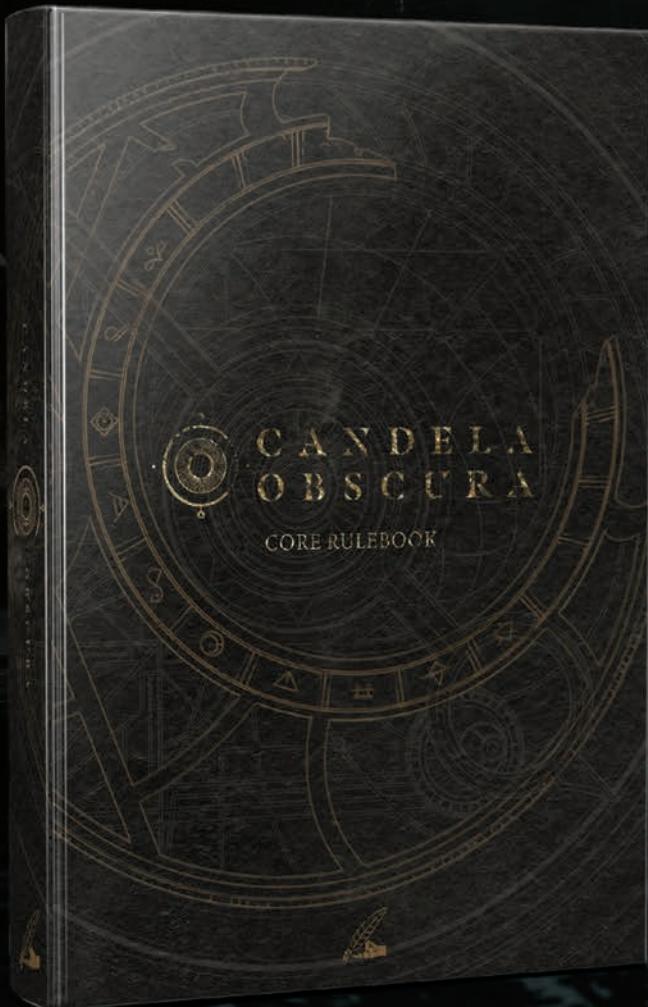




C A N D E L A



O B S C U R A



Core Rulebook

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**RELEASING
OCTOBER/NOVEMBER 2023**

**SEE AT GEN CON:
BOOTH 2835**

COVER STORY

**Dungeons & Dragons:
Onslaught Expansions**

The Red Wizards, SellSwords, and Many-Arrows all join the fray as the latest expansions for *Dungeons & Dragons: Onslaught*! Be sure to check out the exclusive *Onslaught* scenario in this issue as well!

by WizKids/NECA

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EXCLUSIVES

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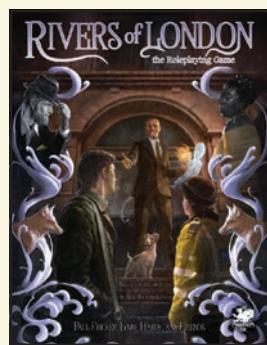
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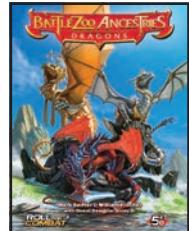
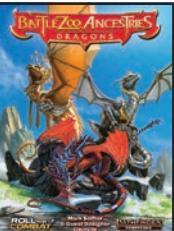
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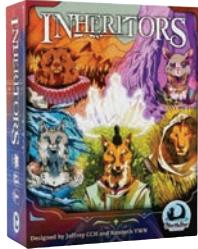
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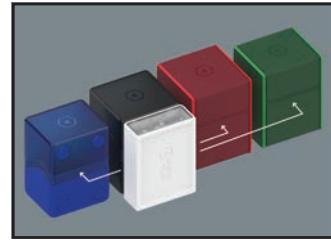
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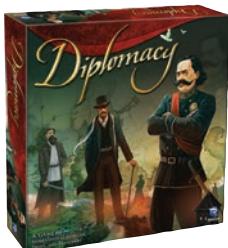
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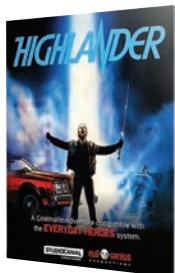
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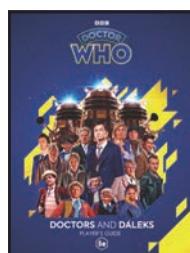
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In Leaf, create a thriving forest by placing leaf tiles, growing mushroom rings, and gathering sets of woodland animals!



WEIRD CITY GAMES

FALL 2023

WCG21 MSRP \$40



1-4
PLAYERS



30-45
MINUTES



10+
AGE

Greetings Dear Readers!

Here it is – the August 2023 issue of *Game Trade Magazine*!

Traditionally, the August GTM is a bit of a turning point for the publication year – it heralds the end of summer as well as a high-point of the annual show season due to it coinciding with Gen Con.

Indeed, we've unofficially branded the August issue every year as the "Gen Con GTM" and our contributors customarily take full advantage of the additional opportunity to spotlight their summer and year-end offerings, and this year is no exception. If you're at the show, be sure to swing by booth #108 and say "Hi!"

Fantasy tabletop gaming takes center stage with even more content for the ever-popular *Dungeons & Dragons Onslaught!* In this issue, our friends at WizKids showcase three different factions to add to your *Onslaught* adventures – the Red Wizards, the Sellswords, and the Many-Arrows!

If that's not enough *Onslaught* action, WizKids has also provided an exciting scenario in this very issue! Most everything you need to enjoy "*Trouble at the Tavern*" can be found within these pages (you'll still need a d20 or three) and the center gatefold! We all hope you enjoy this **exclusive** offering for *Dungeons & Dragons Onslaught!*

And speaking of taverns, the fantasy action doesn't end there! The team at Rollacrit have brewed up a little something different for your next adventure!

In *Heroes of Barcadia*, you and your party venture forth to face terrible monsters, seek glory, and of course treasure! However, in this "Liquid Life Battle Damage System" game, each hit results in a drink (of your beverage of choice, of course) and once the glass is empty, so is your HP!

Of course, fantasy can also mean the fantastic and Chaosium Games has you covered on that end with their *Rivers of London RPG*. Based on the popular urban fantasy novel of the same name, *Rivers of London* presents the familiar streets of the titular city in a whole new light. In this unique role-playing offering, the mundane only obfuscates the magical as you navigate once-familiar settings to discover the unknown!

All this and so, so much more this month dear readers.

Last, and certainly not least, we're thrilled to introduce Eduardo Valdes as the newest member of the GTM team. Welcome aboard, we hope you survive the experience!

Game on!
-JG



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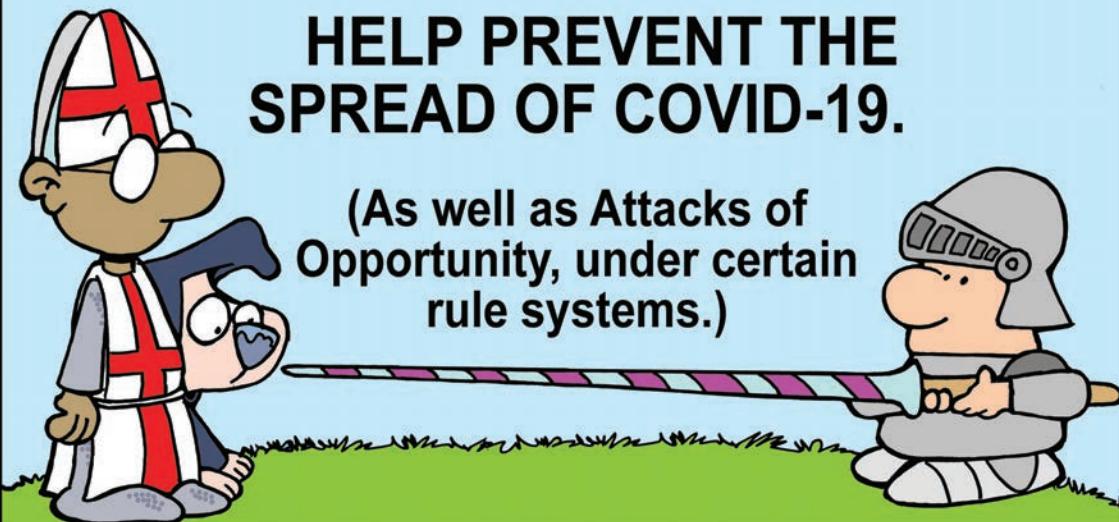
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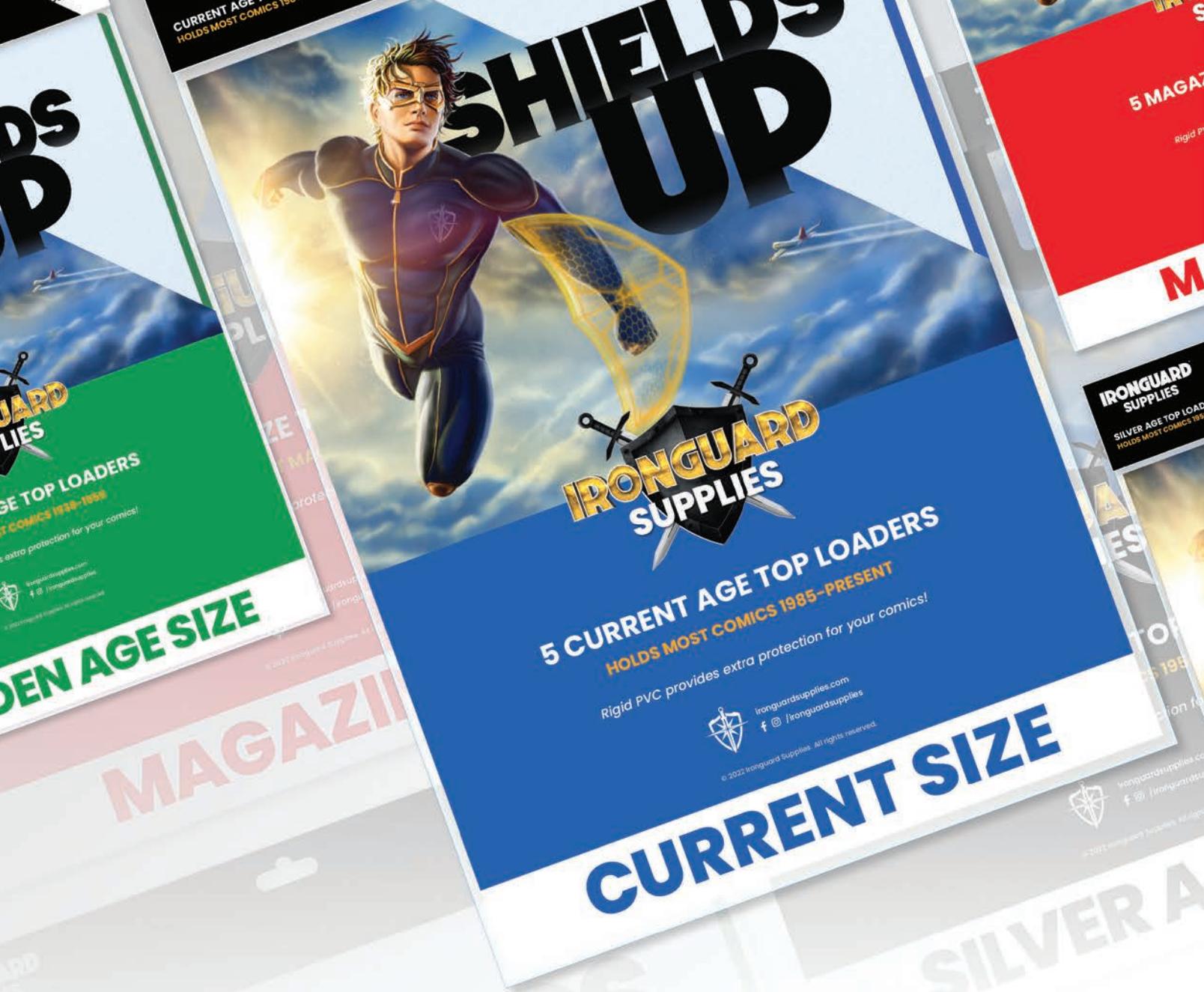
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(As well as Attacks of
Opportunity, under certain
rule systems.)





Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic topladers, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

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Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three-month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (**FLGS**) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine**...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as **especially** worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your **FLGS** or **FLCS**. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your **FLGS** or **FLCS**, so be sure to make a note so you won't miss out!

FEATURE

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your **Friendly Local Game (FLGS)** or **Comic Store's (FLCS)** shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the **Alliance Game Distributors** item code (for easy ordering at your **FLGS**!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (GTM), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

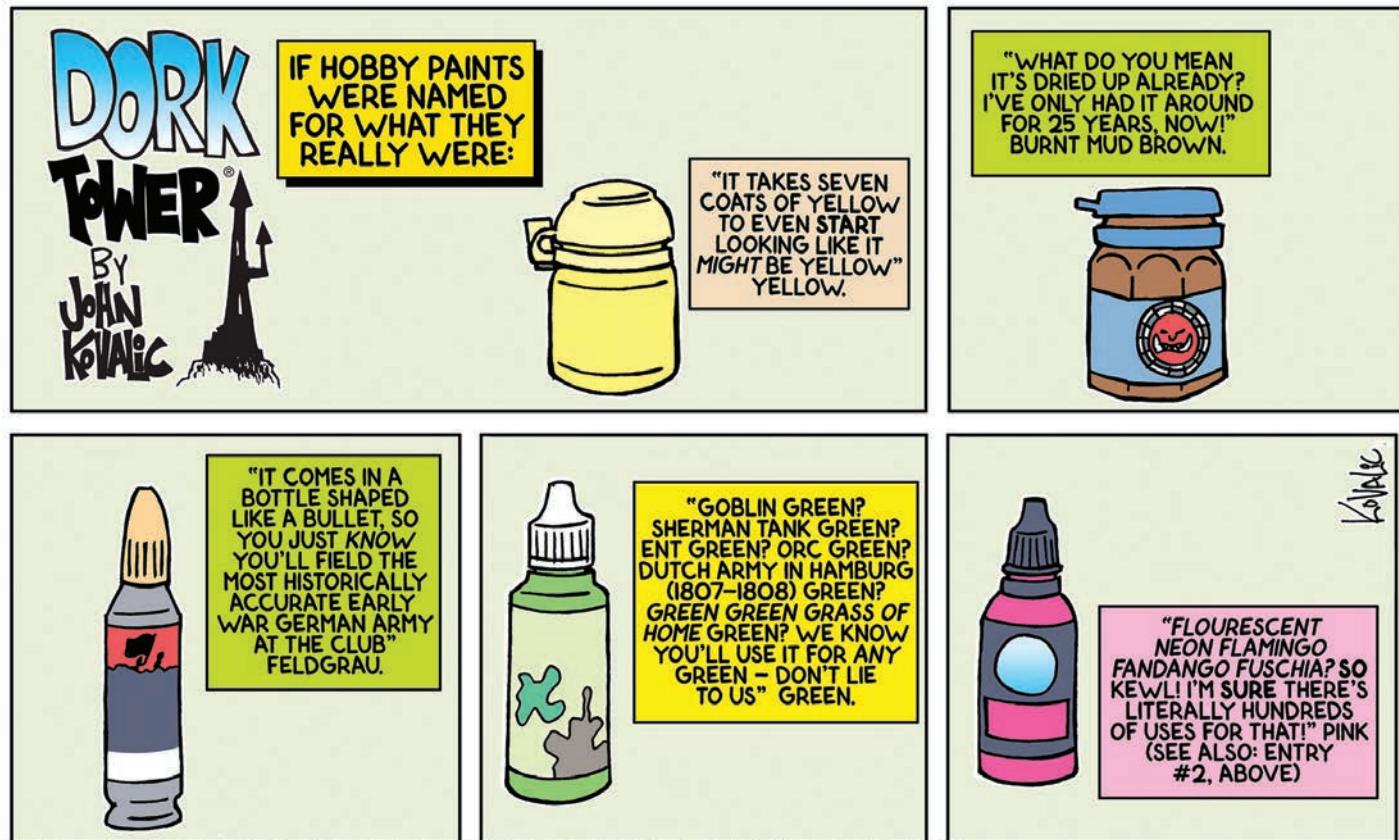
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SPR) for the product.

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DUNGEONS & DRAGONS: ONSLAUGHT - EXPANSION MANY-ARROWS 1

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Dungeons & Dragons: *Onslaught*, the definitive miniatures skirmish game set in the Forgotten Realms, released earlier this year and continues to expand with new scenarios, faction packs, and events. We talked to Alex Davy, Director of Miniatures Gaming at WizKids, to get the inside scoop on *D&D Onslaught*'s first pair of expansion factions, the Red Wizards and Many-Arrows. Additionally, Alex Davy gave us a deep dive into the development of the Sellswords, brawlers-for-hire and stars of the exclusive *Trouble at the Tavern* scenario contained in this issue of GTM!

RED WIZARDS


We wanted the Red Wizards to be a powerful magic faction. They're the first summoners in *Onslaught*, which meshes well with their history of necromancy and the dark arts. They're powerful ranged blasters but quite squishy up close, so we expect them to be a low-floor and high-ceiling team.

Our iconic Red Wizard is Quellabrelten Amasnodel, the Necromancer Wizard. You'll note that he shares a family name with the Harper bard, Chloe, from the *D&D Onslaught* Core Set. Mysterious character connection! Although Quell is the "Healer" of the Red Wizards faction, he's really a summoner by trade who proactively prevents damage to your team by making the enemies attack a bunch of skeletons instead. Although minions don't count toward Control Points, they can clog up valuable spaces and act as road blocks as enemies try to make their way to important parts of the map.

Do you like zapping your enemies from afar while your undead minions do the dirty work for you? If so, the Red Wizards are the faction for you. The Red Wizards faction pack comes with a whole team of powerful summoners with miniatures that feature awesome translucent spell effect details.

MANY-ARROWS

The Kingdom of Many-Arrows was founded by the orc Obould Many-Arrows who famously fought the adventurer Drizzt Do'Urden in single combat twice (earning a win and a draw). He signed a peace treaty with the nearby dwarves of Mithril Hall and was comfortable using both the carrot and the stick when expanding the borders of the Many-Arrows domain, establishing a peace that lasted hundreds of years.

The members of the Many-Arrows are tough and hardy. We wanted them to be *D&D Onslaught*'s premiere melee faction. They

DUNGEONS & DRAGONS: ONSLAUGHT - EXPANSION RED WIZARDS 1

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DUNGEONS & DRAGONS: ONSLAUGHT - SELLSPORTS 1 EXPANSION

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find ways to get up close and personal and then hit hard when they're there; however, their ranged options are pretty limited. They also don't have a lot of Armor Class, but they make up for it with plenty of Hit Points.



Do you prefer honest, direct confrontation over shady misdirection? Do you enjoy running straight up into your opponent's grill to bully them up close? Do you play big Green creatures in *Magic: The Gathering*? If you answered "yes" to any of those questions, the Many-Arrows might just be the ideal *Onslaught* faction for you.

SELLSPORTS

Alex pointed out that "sellword" is a fancier and more flavorful way of saying "mercenary," so we went with that instead for the faction name. The Sellswords of *Onslaught* are characters who are



unassociated with the other Factions who can be recruited to fight for any team. In gameplay terms, you can have one Sellsword character on your team (following other normal team composition rules for Roles and team size).

Even though the Sellswords aren't an organization themselves, we still wanted them to have a bit of a Faction identity. You'll notice they tend to be a little more specialized within their designated roles with decent to excellent Armor Class but slightly lower Hit Points. That helps the Sellswords all feel thematically consistent. We hope that people will use the Sellswords to try out new and interesting combinations of teams, but by limiting it to one Sellsword per team, you won't be able to completely change your Faction's identity and composition.

Our first Sellsword is Hangaku, the Kensei Monk. Do you like mobility and melee damage? She delivers! She has some ranged options to offer a little versatility, but her key feature is always ensuring that her damage goes through by ignoring damage reduction and her attacks have high to-hit modifiers.

Next up is Kithra Coldforge, the Oathbreaker Paladin who specializes in throwing hammers. Although you can't use Smite with ranged weapons in Dungeons & Dragons, you can pretend you can when using Kithra in Onslaught because those hammers hit hard! She is the slowest character in the game with a base Speed of 3, but she has some of the best HP and AC for a Ranged Damage unit, and her

Inflict Wounds can punish opponents who close in. Her effectiveness gets reduced when she's Bloodied, so opponents will have to make a choice on whether they want to try to focus down this durable ranged combatant or not.

Molly Farhill, the Knowledge Cleric, venerated the God of Wisdom, Oghma. We wanted to theme her abilities to showcase her versatility and foresight. I love this character so much because she touches on some new design space. Dispel Magic! Get rid of bad conditions affecting you or good conditions affecting your enemies. So useful! Her self-buff can either increase damage or AC, so you can adapt to the game state. But the real spice in the Molly Farhill pumpkin spice latte is her ability to exchange enemy Initiative Cards. Just the threat of that ability is enough to play serious head games with your opponent.

While Molly might be my favorite from a game design perspective, Dralm the Rune Knight Fighter is unequivocally my favorite sculpt in the entire Onslaught line. The existing Tortle miniatures out there are terrific, but many look like they're busy teaching inner peace to overweight pandas. We wanted a rough and tumble Tortle bruiser who looks like he's ready to throw down with slightly less than a fistful of adolescent ninja, and that's exactly what the sculpting team delivered. Dralm has some tricky Rune effects, but his bread and butter is getting free hits off adjacent enemies who are Slowed and Rooted. One of his cooldowns can Root and he can Slow on a crit, but you'll really want to pair him with teammates who can help inflict those conditions for him.

We're excited to see how the Sellswords shake up the existing landscape and see which mercenaries players choose to employ with each Faction!

...



DUNGEONS & DRAGONS®

ONSLAUGHT

TROUBLE AT THE TAVERN

Packaged with this very issue is a map, tokens, cards, and more that will let you and your friends play an exciting game of Dungeons & Dragons®: Onslaught! In this scenario, you will prove your mettle in a knock-down, drag-out slugfest set in a local tavern. Once the tables and chairs started flying, the patrons fled and now you are staring down sellswords who claim to be tougher than your crew!

This scenario can be played with 2 to 4 players with the supplied characters. Players who have their own *Onslaught* collection can play this scenario with any characters using those characters' miniatures, tokens and cards.

Below you will find an abridged version of the rules and after you cut out the tokens and cards and grab yourself some twenty-sided dice, you are ready to get started!



Map

Cards & Tokens

PLAYING THE GAME

"Trouble at the Tavern" is played over six rounds. Each game round consists of the following phases:

1. Initiative Phase **2. Action Phase** **3. End Phase**

INITIATIVE PHASE

During the Initiative Phase, players determine the order in which characters will activate over the course of the current game round by following these steps:

Deal Cards

The active player (the player with the Initiative 1 card) shuffles the Initiative 2, 3, and 4 cards facedown, dealing two cards to the opposing team and one card to themselves.

Over the course of the game, some characters may be defeated (💀) and removed from the map. Players are still dealt the same number of initiative cards regardless of the number of 💀 characters they control. All initiative cards continue to be assigned as normal, but cards assigned to 💀 characters are skipped during the Action Phase.

Assign Initiative

1. The active player chooses one of their character cards and places the Initiative 1 card on it **faceup**.
2. Each team assigns their remaining initiative cards by placing one card **facedown** on each of their character cards.

ACTION PHASE

During the Action Phase, characters activate in the order determined by their assigned initiative cards, starting with the Initiative 1 card.

Activating a Character

When a character is activated, they can take each of the following actions:

- ◆ **1 standard action (S)**: Standard actions (S) are among the most impactful actions in the game, and characters can take only a single standard action (S) each round. Most attacks are standard actions (S).
- ◆ **1 move action (M)**: The move action (M) allows characters to traverse the map. A character may forgo their standard action (S) action to take an additional move action (M) during their activation instead. Most movement effects are move actions (M).
- ◆ **1 bonus action (B)**: The bonus action (B) covers a wide variety of activities, most notably interacting with chairs and tables. A character may forgo their standard action (S) and/or move action (M) to take additional bonus actions (B) during their activation instead.

A character can exchange their standard action (S) for any other action and/or their move action (M) for a bonus action (B). Each action must be fully resolved before another action is taken. For example, a character must finish their M action completely before taking another action—any unspent move points are lost (see "Movement" on page 2).

END PHASE

During the End Phase, the active player passes the Initiative 1 card to the opposing team.

WINNING THE GAME

If all of a team's characters are defeated (💀), that team is immediately eliminated from the game and the opposing team wins the game. If neither team is eliminated after six rounds, the team with the fewest bloodied (歃) characters wins. Any other result is a hard-fought draw!

RULES REFERENCE

Attacks

Each character has a melee attack (◎) and Molly Farhill has a ranged attack (◎). When making an attack perform the following steps:

- 1. Declare Attack:** Choose one of the character's available attacks.
- 2. Choose Target:** Choose a target (◎) that is in range.
- 3. Roll Dice:** Roll two twenty-sided dice (◎) and choose the ◎ with the highest number.
- 4. Compare Results:** Add attack modifiers to the roll, then compare the final number to the armor class of the target. If the final number is equal to or greater than the ◎'s armor class (◎), the ◎ is hit. If it is not, the ◎ is missed.
- 5. Deal Damage:** If the ◎ is hit by the attack, it suffers damage equal to the damage of the attack. If a character is reduced to the hit points (♥) at the bottom of their card, they are bloodied (◎). Characters use the speed (◎) and armor class (◎) in the red bar on their card. If a character is reduced to 0 ♥ by an attack, they are defeated (◎) and their token is removed.

Critical Success and Failure

Sometimes a character is particularly lucky (or unlucky!). The following rules govern specific die results:

- ◆ If a character rolls at least one natural "20" on a ◎, the roll automatically succeeds, and the character that made the roll inflicts 1 damage (◎) to the target in addition to any other effects.
- ◆ If a character rolls a natural "1" without rolling a "20" on their other ◎, the roll automatically fails, even if the other die would otherwise be a non-critical success.



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Movement

All characters can take a move action (◆) by performing the following steps:

- 1. Gain Move Points:** Gain a number of move points equal to the character's speed.
- 2. Spend Move Points:** In general, each move point can be used to move one space orthogonally in any direction (characters cannot move diagonally). At the end of the ◆ action, any unspent move points are lost; they cannot be used later in the character's activation.

Move points are also subject to the following rules:

- ◆ A character can move through friendly characters but cannot move through enemy characters.
- ◆ A character can move into a space that has one or more chair, table, or starting zone tokens in it.
- ◆ A character is overlapping a token while they share their space with that token.
- ◆ A character cannot end their movement on the same space as another character token.
- ◆ Moving from a regular space to a space with Elevation 1 (like the bar and stage) costs two move points.

CARDS AND TOKENS



- ◆ 4 – Initiative Cards (1-4)



- ◆ 4 – Character Cards



- ◆ Double Sided Tokens:



- 4 – Character Tokens



- 16 – Chair / Broken Tokens



- 5 – Table / Broken Tokens



- 10 – Wound Tokens



- 2 – Team Starting Areas

CREDITS

Game Design:

Nicholas Yu & Travis Severance

Graphic Design:

Richard Dadisman

Map Art:

Bartłomiej Kordowski

Scenario Design:

Jay Shelanskey

Executive Producers:

John Shaffer & Eric Meyers

Senior Design Lead:

Alex Davy

Playtesting:

Jeremy Appleton, Evan Bulriss, Brendon Franz, Angelo "AJ" Giordanella, Kevin McClean, Lisa McClean, Austin Miller, Hunter Mills, Kyle Randolph, Matthew Ritz, Ethan Warner, Alex Willoughby, and Keoki Young.

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TROUBLE AT THE TAVERN

There's word around town that an adventuring party is looking to hire sellswords for some lucrative treasure hunts. As you and your partner are deciding how to prove your worth over some drinks at the local tavern, you overhear a rival team talking about the same contract. This is the perfect opportunity to prove your value to your future employer! You toss a chair over the heads of the rival team, challenging them for the rights to the contract. They gladly accept.



Bar & Stage



Starting
Area (A)



Starting
Area (B)



Tables



Chairs

SETUP

Cut Out Tokens: Before starting, cut out all the tokens from the included token sheet.

Get Some Dice: Each player will need two 20-sided dice (D20).

Setup the Map: Set up the map as indicated in the diagram. All table and chair tokens should be placed with their unbroken sides faceup.

Choose Characters: This scenario can be played with up to four players. There are two teams in the scenario and each player can control one or two characters depending on the player count. Each team rolls 2 D20 and compares their highest result. The team that won the dice roll chooses one character they want for their team, then the other team chooses two characters. The final character joins the team that won the dice roll. Gather the corresponding character cards and character tokens.

Place Characters: The team that won the dice roll chooses one of the two starting areas and places their character tokens overlapping it. The other team places their characters overlapping the other starting area.

Roll for Initiative: Each player rolls 2 D20 again and compares their highest results. The winner chooses which player will receive the Initiative 1 card and become the active player. Then, follow the rules for the Initiative Phase on page 1.

At the end of each round, the Initiative 1 card is passed to the other team.



Tables: Table do not block movement and can be attacked and broken using the stats below:

🛡	♥
8	3

Tables also have the following rules:

- ◆ **Kick:** Characters that are adjacent to (but not overlapping) a table can use a standard action (S) to perform a **Kick** attack with that table token:
 - Target (O) 1 enemy adjacent to (but not overlapping) the table. +7 to hit. If hit, the target is **Dazed** (*dazed characters cannot attack during their next activation*).
 - After the attack, deal 1 damage (D) to the table.
 - You cannot kick a table occupied by a character.
- ◆ **Table Shield:** If a character is adjacent to (but not overlapping) an unbroken table when they are attacked by a non-**Kick** attack, that character gains +2 armor class (D). If the attack misses the target, the table suffers 1 damage (D).
- ◆ **Broken Table:** Once a table has suffered 4 damage (D), it is broken. Flip the token to the broken side. When a table is broken, it stays on the board and costs a miniature two move points to leave any space the broken table occupies.

Dizzy: As the night goes on, characters find their attacks vary... wildly. Each round has a different effect for a character to hit their target on any attacks.

- ◆ **Round 1:** No effect.
- ◆ **Round 2:** -1 to all "to hit" numbers.
- ◆ **Round 3:** +1 to all "to hit" numbers.
- ◆ **Round 4:** -2 to all "to hit" numbers.
- ◆ **Round 5:** +2 to all "to hit" numbers.
- ◆ **Round 6:** All attacks roll only 1 D20.

OBJECTIVE

Show your future employers just how valuable a sellsword you are by being the last one left standing in the tavern!

- ◆ **At the End of the Game:** The team with the fewest defeated (D) characters in play wins. If there is a tie, the team with the fewest bloodied (B) characters wins.

GAME LENGTH

6 Rounds **or** until all of one team's characters are defeated (D).

HEROES OF BARCADIA™

ROLLACRIT™

A Pun-tastic Dungeon Exploration Board Game Utilizing the
World's First Liquid Life Battle Damage System (Where Your Drink is Your Life!)

HEROES OF BARCADIA BOARD GAME

DIA STL274973 PI | Available July 2023!

Heroes from across Barcadia have gathered to claim glory in the realm's greatest drinking competition! Alas, on the eve of the festivities, a band of monsters stole all the drinks and hoarded them somewhere in a perilous, sprawling dungeon!

Will players be able to outmaneuver their opponents and become the hero who reclaims the precious Drink Hoard? It all comes down to skill, luck, indulgent tolerance, and dungeon-building fun.

HOW IT'S PLAYED

Heroes of Barcadia is a fast-paced, ever-changing dungeon crawl that combines the best elements of fantasy role-playing games with the fun of party games. The game is played on a modular board that players build each time the game is played, creating a new and challenging experience every time.

Players take on the role of heroes who must battle monsters and collect Power-Ups and Loot Cards to reach the Drink Hoard. (Perhaps one of these powerful relics can give the player a winning advantage in their race for the Drink Hoard!) They'll use their cards to attack monsters, heal themselves, or gain other benefits... by giving other players disadvantages. The first player to defeat the Grand Drink Guardian and reach the Drink Hoard wins the game!

The game uses the Liquid Life System to determine HP, and the liquid the players put in it is up to them. Worried about getting the game wet? No need — all game pieces and cards are waterproof! That means everything is sturdy enough to pass down to the next generation.



Heroes of Barcadia is an excellent game for both parties and game nights because it's easy to learn and play but still offers a lot of depth and strategy. The game is also visually appealing, with colorful cards, glasses, and detailed artwork. If you're looking for a fun and engaging party game perfect for players of all skill levels, then *Heroes of Barcadia* is your champion.





GAME MECHANICS

Characters: Players choose from a variety of different characters, each with their own special ability, unique look, and Liquid Life Points.



Board: The board is made up of a series of modular tiles that are assembled each time the game is played. This creates a new and challenging dungeon every time.

Monsters: Players will encounter a variety of different monsters throughout the game. Monsters have different strengths and weaknesses, so players will need to use their loot cards and power-ups strategically to defeat them.

Power-Ups: Power-Ups can be used to gain advantages while traversing the dungeon. They're essential weapons that stay with the player throughout the game and are collected by defeating monsters or finding them in rooms.

Loot Cards: Players can use devious Loot Cards to ruin their opponent's plans, all the while making sure their Health Bar Cup doesn't run empty. These can range from player advantages before a boss fight, to setting a trap, or something far more devious...

Drink Hoard: The Drink Hoard is the goal of the game, and the first player to get the Drink Hoard wins the game. However, the Drink Hoard is guarded by the powerful Grand Drink Guardian, so players will need to use all of their skills and abilities to defeat it.

THE LEGACY

Heroes of Barcadia came to life over five years ago when a gamer combined two of his loves (board games and staying hydrated) into one fun package. It has been secretly brewing for a while now and has a (liquid) life of its own.

The game makes for a full night of fun or a way for players to start off their game night with a round of drinks and a laugh. While the game was designed with beer in mind, players are free to customize their drink and imbibe as they'd like. Players have used sodas, ciders, cocktails, and even milk (although we can't recommend that last one)!

Nice guys finish last in this fast-paced, ever-changing, pun-tastic party game for fantasy and beverage connoisseurs alike.

•••

Rollacrit is a place for those who explore dungeons, construct settlements, defeat monsters, and roll dice with friends to escape the boring real world. Featuring apparel, collectibles, housewares, game accessories, and more, they bring quality original and licensed merchandise directly to players. Whether you're a casual gamer, a serious roleplayer, or a resource game strategist, there's a seat for you at the Rollacrit table. You don't even need to bring dice; they have plenty to share.



Diplomacy

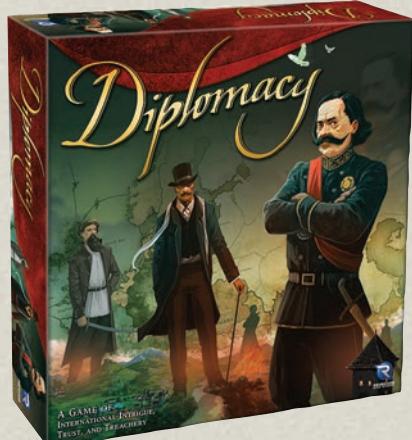
Enters a
Renaissance
with a New
Edition Arriving



DIPLOMACY
RGS 02574 \$45.00 | Available July 2023!

Diplomacy has long been known as the "Destroyer of Friendships". The game allows for treachery and backstabbing as players vie for supremacy in pre-WW1 Europe, where you can win on the board but lose your closest friends to achieve your ambitions. Originally published in 1959, the classic by Allan Calhamer has been published dozens of times in as many languages. The game has endured for decades not just because of its infamous reputation, but rather because the shared experience among players creates bonds that last a lifetime. Today the game is more relevant than ever, booming in online play during the pandemic and being the target of AI research by corporations and government researchers alike.

In *Diplomacy*, players representing the seven major powers in Europe negotiate with each other and then secretly issue orders for their forces (armies and fleets). The object of the game is to control 18 of the 34 total Supply Centers on the board. Play is divided into game years, with a turn for movement in Spring and Fall. Every turn consists of diplomatic negotiations between the players followed by order writing. The orders' portion is simple: each piece can only perform one of four actions (hold, move, support, or convoy). However, no agreements are binding between players, so they're free to be as honest or deceptive as they choose during the game. Success during the game often involves building trust rather than treachery, since no player starts out stronger than the others.



The human element makes the retrospective between the players when the game is over as entertaining as the game itself. There are stories to tell about what players were thinking during a critical turn or how alliances were created and destroyed. The "after" portion of *Diplomacy* games is when the lifelong friendships between players are built. Just like Chess or Boxing, two contests that both require analysis and exertion over an extended period, the playing experience in *Diplomacy* establishes a long-term connection between the players. That is perhaps one of the reasons why *Diplomacy* has been an inspiration for game designers and researchers.

Diplomacy is in many ways the grandfather of numerous modern board games, some of which give direct credit (*Game of Thrones: The Board Game*) and others by virtue of their designer crediting the game for inspiration (*Sekigahara: The Unification of Japan*). *Diplomacy* has found

its way to the media with publications in *Grantland*, *Foreign Policy*, *the Economist*, *the New York Times*, and the journal *Science*. One of the reasons *Diplomacy* has made the news so frequently is because the game is being used for AI research applications like implementing voice assistants and providing advice in real-life diplomacy for the State

Department. Meta, the parent company of Facebook, recently developed an AI called "CICERO" to play *Diplomacy*.

This AI can negotiate with other players, give advice, and make agreements while submitting a winning set of orders. There is similar *Diplomacy* AI research occurring in various Defense Advanced Research Projects Agency (DARPA) programs examining trust & deception. The increased interest in *Diplomacy* in popular culture aligns with a new release coming from Renegade Games.

The new edition of *Diplomacy* stays true to the history of the game while making enhancements for the modern gamer. For one, the new edition has a Quick Start Rules insert to teach the game in

5-minutes so players can begin as soon as possible. Gone are the cardboard chits from the prior release, replaced by wooden artillery and battleships to please both the classic *Diplomacy* hobbyist and the meeple-loving crowd. Most importantly, the new edition has added alternative end-game conditions for faster play. The two new end game conditions are Turn Limit and Time Limit: the Turn Limit ends the game after a predetermined number of turns and the Time Limit ends the game after a predetermined number of hours. The winner in each condition is the player with the most Supply Centers. Now players can choose before the game begins how they want it to end.

Instead of becoming a relic confined to dusty shelves, *Diplomacy* found new life in popular culture and is as relevant as ever. More than 60 years later, people are still discovering and playing *Diplomacy* – online, in the classroom, in game stores, and at conventions. The classic game of negotiation is here to stay. Long live the king.

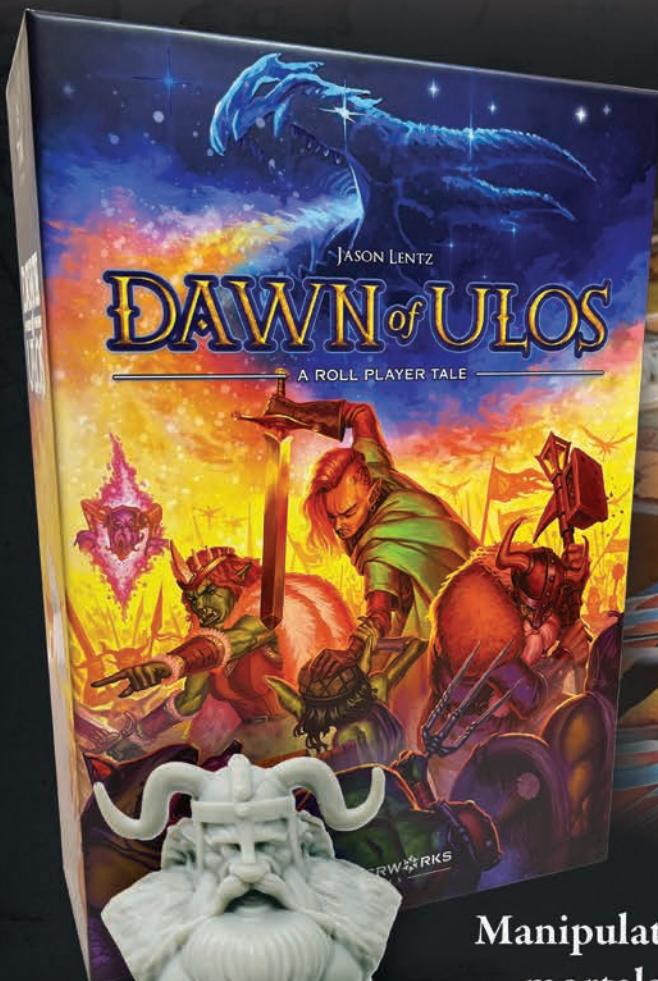


The simplicity of *Diplomacy* is part of the appeal that's sustained its success for so long. The rules are easy to learn but the strategy is deep. There is no chance involved, and the simultaneous movement means there is little down time during a game — it's everyone's turn ALL the time. Interpersonal skills are the most essential aspect of the game; it's more important to play the players than to play the pieces.

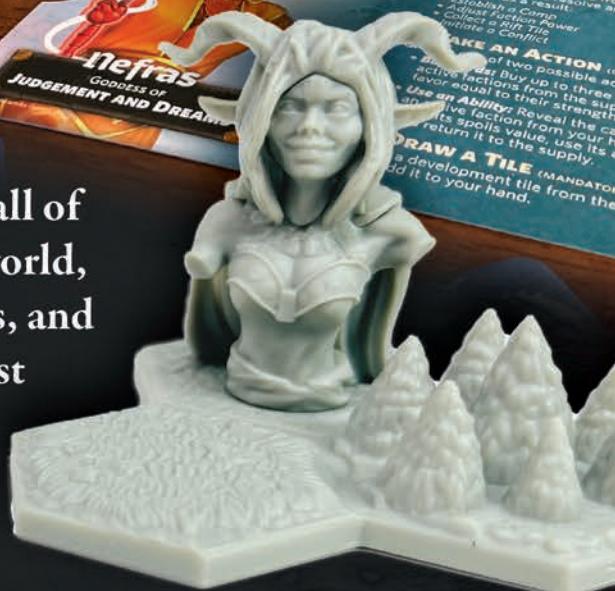
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DAWN of ULOS

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Fabled: The Spirit Lands



FABLED: THE SPIRIT LANDS

CGA 12001.....\$45.00 | Available August 2023!

The End of Times is at hand. The Gods have peacefully ruled over the human and spirits worlds for aeons, but soon they'll depart into oblivion. On the verge of the Universe's rebirth, the Gods have decided to entrust its reigns to the worthiest among the sage brotherhoods of humans. The greatest contest has begun!

In *Fabled: The Spirit Lands*, your brotherhood explores the fabulous lands of the spirit world. Your sages follow winding paths and visit Fabled Places along their way. Mighty Allies assist them in their journey. Your ultimate goal is to gather Books of Sun, as they contain the magic essence of the Universe. The brotherhood to collect the most becomes the ruler of the reborn Universe.

UNIVERSE REBIRTH

Fabled: The Spirit Lands is fresh and completely unique — it is unlike any game on the market. It combines route building with the meeple placement, resource management, and area movement.

During the game, you add location cards to a continuous row — the Spirit Land. Each location — Prairies, Mountains, and Forests — contains one or two paths. Your sages step onto the paths and move forward during the players' turns. Their goal is to visit the Fabled Places along the paths. The Fabled Places grant them Books of Wisdom and offer useful opportunities.

The Books of Wisdom have 4 tiers — Prairies, Mountains, Forests, and Sun. They may be converted into higher or lower tiers and are used for adding new locations, powering up Ally abilities, and more. The highest among them, the Books of Sun, also serve as Victory Points and determine the winner.



The Allies assisting you, as well as how wisely you place your sages and what locations they pass, create fun engine building mechanics. Starting with the middle of the game, breathtaking combos start to click, sometimes allowing a player to visit several Fabled Places in one move, travel through locations, or perform multiple Book conversions.

The sages proceed from one location to another, given that location paths are connected. The abandoned locations leave play and new ones are added, and the whole game area changes rapidly as the coming of the end of the game — the End of the World — closes in.

BOOK OF GAMEPLAY

Fabled: The Spirit Lands is played over 8–10 (depending on the number of players) rounds — called Chapters, preceded by Prologue and followed by Epilogue. In the Prologue, the players add their first locations to the Spirit Land.

At the beginning of each Chapter, there may be new long-lasting Events revealed or the players may get new Allies. Then each player takes one turn, consisting of an Action, Movement, and Oblivion phases.

During the Action phase, a player may take 2 Books of Prairies (lowest tier), make up to 2 conversions to exchange Books of Wisdom, move one of their sages one step, or add a new location to the Spirit Land — even between existing locations.

In the Movement phase, the active player declares a location type — Prairies, Mountains, or Forests. Each of their sages in the locations of the declared type move forward by 2 steps, while the other players' sages move 1. Upon reaching the Fabled Places, the sages visit them. There is little to zero downtime in the game, because all sages, not just those belonging to the active player, visit the Fabled Places they reach, and all players' Allies are active as well.

Lastly, in the Oblivion Phase, the locations with no sages leave play, reshaping the Spirit Land, and the turn passes to the next player.

In the Epilogue, there might be special Scenario events, and then the winner is determined by who has the most Books of Sun.

VENTURE INTO THE SPIRIT WORLD

Fabled: The Spirit Lands may be played competitively or in the Challenge mode — against the Spirits sent by Gods. The Spirits may be faced solo, cooperatively with other players, or each player for themselves.

The game offers 5 main Scenarios and an Introductory, which are mostly aimed at competitive play. While the Challenge offers a strong game-operated player with 3 levels of difficulty.

Fabled: The Spirit Lands is set in an intricate world on the crossroads of classic fantasy and European folklore. It traces its roots back to pagan cultures. The game is full of familiar images and references that intertwine and create a unique dream-like visual. There are no AI-generated images in the game, and each card is unique with no duplicates.

At the edge of the imminent End of Times, there will be only one brotherhood that steps to the top of the Universe and will shape it for the future generations to come. Will it be your brotherhood?

•••



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- Confront the forces of destruction, avarice, and greed ravaging the earth-mother.
- Includes an introductory story to guide new Werewolf players and veteran World of Darkness enthusiasts through their first game.
- Build your legend, vie for renown, and fight to take back what has been lost.
- Join one of eleven tribes, each unique and rich with narrative depth.

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HBG GGRAU01EN..... \$44.99 | Available August 2023!

In a few words, could you introduce yourselves to our readers who may not know you yet?

Théo: Hello everyone! I am Théo, a full-time board game designer for more or less 5 years. I'm 31 and I live in the wonderful city of Brussels. In my off-time, I like to read, cook and play :)

Johannes: Hello everyone. I am Johannes, a passionate designer. I live near Grenoble, France. The way I create games is guided by the gaming experience. What I like are card-driven, combo games!

How did you meet and how did you start collaborating on Rauha?

Théo: I met Johannes during a party at the Cannes Game Festival. I realized a bit later that he was one of the designers of Queenz, which I liked. So I sent him a message to congratulate him and he proposed that we collaborate together on a design.

What was the starting point of the game? A game mechanic? A feeling? A universe?

Johannes: The initial idea for the game came from the desire to create a board-building game. We wanted a simple and accessible game, that had nice cons but with a nice details and a good share of interaction. What we were looking for was generating feelings through a mechanic.



Théo: Funny story: this board-building concept came from a prototype that I've been fiddling with for years. It's one I propose regularly to new co-designers as a bit of an icebreaker. The final design is far from the initial idea, but I am glad to see how this game brought us together.

Did you have any specific requirements while designing, or did inspiration flow between you two throughout the process?

Théo: On my side, I never have any particular requirements. I just follow my urges and instincts, and my co-designer's. I also think that a game will, more or less naturally, develop into the best version of itself, so I let myself be guided by this flow.

What did the first version of the prototype look like and was it very different from the final version of the game?

Johannes: Rauha had a rather short development period. We discussed what we wanted to do theoretically and quickly made an initial prototype. After the first couple of playtests, the game gave us a powerful vibe. We tweaked it in some places and strengthened it in others. When you play Rauha now, you'll experience a game that is close to what we had in mind in the beginning.

Could you briefly describe us the difference?

Théo: As for the game mechanics, I stand with Johannes; the game has not evolved too much from the prototype. The GRRRE Games team brought some points to our attention and we balanced all of them. The theme was different though. Our prototype was based on the development of a city in a Mesopotamian-themed desert. The theme worked but was maybe a bit out of date for GRRRE Games. We were glad to see it evolve (after a little research) to what it is today.



Do you have other games planned together? If yes, which ones, with which publishers?

Johannes: Indeed, with Théo, we have one thing in common: the energy that we put into games. Since this first collaboration worked well, we started a second project very quickly. This next game, *Nautilus Island*, will be released in Q4 2023 with FunnyFox. It is a game with a beautiful identity as well. And, since good things come

in three, there is another project in discussions with a different publisher. But shh, it's still a secret.

Any winning strategy tips for Rauha?

Johannes: One of the many things I love about this game is that you can win using many different strategies, and you could even change strategies throughout the game. The first thing is that this game has a powerful engine. I mean that if you make a combo, the game will reward you in a powerful way. But you need to set it all up well. Next, there is only one kind of resource in the game: crystals. Managing this resource is essential. I suggest not running out of your crystal supplies. And in the same vein, having too many crystals is counterproductive.

Instead, you might want to strengthen your engine or gain victory points directly. Finally, it is a game with a huge interactive component. I would advise you to keep an eye on what is going on around you to thwart your opponents' plans. You could steal the characters from them to slow them down, or take the cards they are looking for to interrupt their combo engine.

Théo: Johannes has given some great advice! I am often not too good at playing my own games so I will let you discover the uniqueness of Rauha yourself!

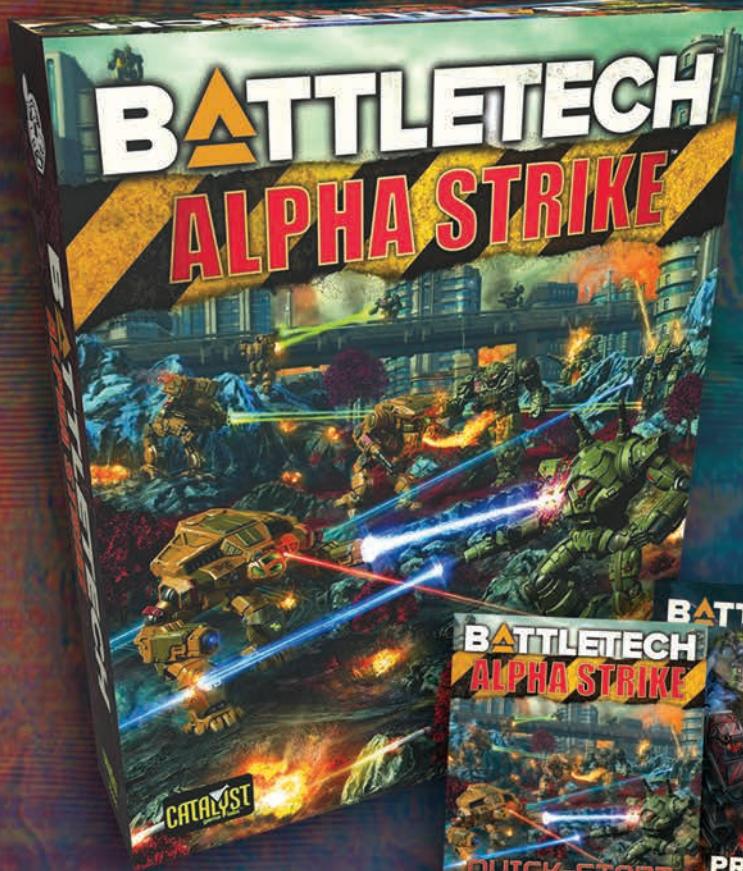


Rauha is a combo-heavy card game for 2 to 5 players, ages 10+, playing in 45 minutes. Now available through GRRRE Games and Hatchette Boardgames USA.

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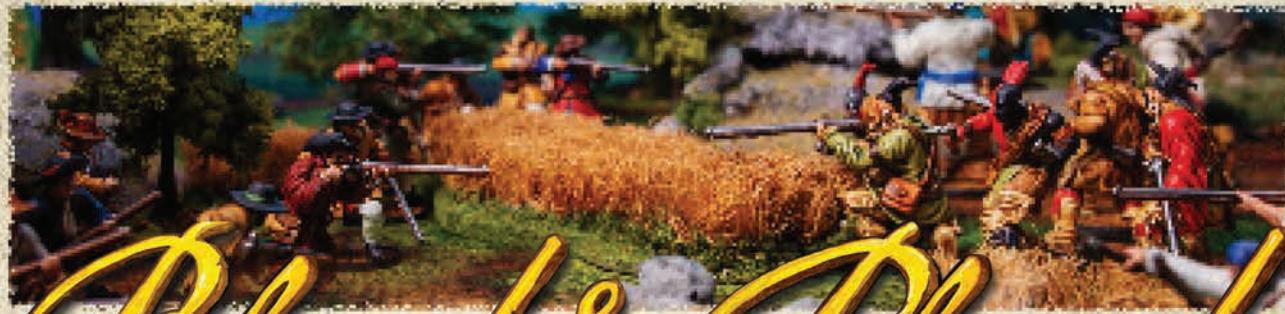
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Blood & Plunder

By MITCH REED



ative forces have been in *Blood & Plunder* since its inception and recent books from Firelock Games such as *Fire on the Frontier* and *Raise the Black* have expanded their footprint in the game and their presence is now being seen on more game tables.

One of the things I love about the models for *Blood & Plunder* is how you can use your models in many different lists and factions, which allows you to experience the many different flavors in the world of *Blood & Plunder*. The native forces in the game went against this since they are limited to specific native units. In my first few years in play *Blood & Plunder* I never played any lists that used them, however once I did I saw how much capability they gave for my forces.

One of my favorite forces is the French Canadian Militia, which has one of my favorite units in the game, the Coureur Des Bois. This unit can shoot and melee well and they get the Scouts, Marksmen, and Elusive traits. These factors make this unit a great option since they do a lot well. This unit also allows you to take many native units as both core and support options and the Warrior Musketeers became my first native unit I used in a game. The Warrior Musketeers can shoot and melee very well and have the Evade, Hidden and Scouts traits which are great. They also get the Slow

Reload trait, which means they have to take three actions to reload their weapons vice two that most other units have. Despite this negative trait pairing up the Coureur Des Bois

and Warrior Musketeers as the foundation for your force gives you a unit that fights like skirmishers or light infantry that can take advantage of terrain.

This force also allows you to take Warriors and Young warriors as support units that are some very versatile units that can fight very well and melee and never underestimate the utility of their bows to give an opponent pain at range.

first *Blood & Plunder* book. The games were not even close and many of the players bought the native box set from the Firelock Games booth.

One of the native lists I have built is the Iroquois from the *Fire on the Frontier* book. This force is built for aggressive players, and they have a special rule that gives them a bonus when determining who the attacker



Braves models can be used in the Iroquois force.

My experience with the Warriors with the French-Canadian Militia made them a steady selection for lists that featured them from that point onwards. While they have some drawbacks as most units do, they add so much for a player that wants to fight aggressively and yet still have some advantages when you have to defend.

While my favorite list is from the No peace Beyond the Line book, the *Fire on the Frontier* and *Raise the Black* additions makes a native force a great option for gamers. These later books make fielding a native force an amazing option for many gamers. Some may ask if such a list is viable in competitive play and the answer is a resounding "yes". One of the first ever *Blood & Plunder* tournaments we ran at NoDiceNoGlory.com was at Historicon 2019 and the overall winner was a native force taken from the

is in a scenario. The list features the Braves, which are armed with muskets and do not have the negative Slow, Reload trait. They also shoot and melee very well and are the bedrock of my Iroquois force.

One aspect of the native factions that should not be overlooked is the detailed history behind these lists. One thing that the developers at Firelock Games excel at is providing the gaming community with not only a great and diverse game, but also gives players the rich history behind these forces that educates us as to the role they played in the Americas.

I hope this article convinces you to expand your collection and gets you motivated to play one of the many excellent native factions in *Blood & Plunder*. They are very fun to play, and I know you will have a lot of luck on the game table with them.





DECK-BUILDING GAME Crossover Collection 1

UPGRADE YOUR **DC DECK-BUILDING GAME** EXPERIENCE!



Crossover Collection 1 brings together three classic Crossover Packs in one amazing package. Each expansion lets you play as new Super Heroes or Super-Villains, adds new game cards, and introduces innovative mechanics to any base game in the DC Deck-Building Game series.

KEY FEATURES:

- Collects three Crossover Pack expansions: **The Rogues**, **Birds of Prey**, and **New Gods**
- Play as The Rogues, Birds of Prey, or New Gods Characters
- New game mechanics: Teamwork, card rotation, Homeworlds
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- Limited edition **Reverse-Flash Promo Card** (early orders only)

This is not a standalone product.

Requires any **DC Deck-Building Game** base game to play.



CREATING A STORY-RICH BOARD GAME

Jeffrey Chan Shares How He Made



EILA AND SOMETHING SHINY

NSG 900.....\$64.99 | Available Q3 2023!

I love games that take players on a personal, emotional journey, and many great board games feature storytelling. Still, most tabletop experiences focus on a group or the game world rather than an individual protagonist.

Eila and Something Shiny is a story-rich board game set in a mystical world that combines impactful choices, strategy, and stunning graphics, all within a narrative that feels deeply personal. When I dreamt of this game, I wanted an experience that revolved around a central protagonist and took you on a journey where this character developed throughout the game.

Rather than tabletop, I felt inspired by video games. Many solo video games create a rich experience of character growth, deep emotions, and tension. 'Little Nightmares' is a great example of a video game that inspired me, as it features an adorable character presented with challenging situations they need to overcome. My goal was to craft an experience like this in board games.



Creating game mechanics that fully supported the story wasn't easy, but after months of exploring, I finally found a perfect match.

In *Eila and Something Shiny*, the game features a system that carries players' decisions into the future, where you will feel the effects of your choices. This card mechanic emphasizes the player's influence at the table and introduces a high level of re-playability.

The story takes you on an epic adventure through 5 chapters, overcoming challenges and puzzles through underground perilous mazes, harsh snowy highlands, and more. Each chapter features additional rules, giving extra spice to the core game. These additional rules are easy to learn while keeping the gameplay fresh. By combining the narrative, artwork, and rules changes, each chapter has a vastly different atmosphere.

Beyond the story and mechanics, we worked closely with the game artist to ensure the whole world felt connected. This was a huge project as the game features hundreds of card illustrations, and each chapter includes its own comic

to communicate the story better. Thanks to this gorgeous artwork, I think players will be truly immersed in Eila's world.

Eila and Something Shiny has a branching narrative, with the player's decisions affecting the journey and how the game ends. While playing the game, I expect players to laugh, be shocked, grow tense, get angry, or even cry. They might have to bear with, and think about, the consequences of their actions.



A common issue with storytelling board games is that players often need to focus on the rules or strategy rather than immersing themselves in the narrative. My goal was to create a deeper connection to the game character. When experiencing *Eila and Something Shiny*, I wanted players to have space to care about Eila and their choices, not just in a strategic sense but emotionally too.

My first step was writing the story, as this was the central focus and to which everything else was in service. After finishing the story, I designed game mechanics that were simple enough to allow players to focus on the adventure while still giving them strategic decisions that mattered. Crucially, the mechanics needed to support the story's atmosphere throughout the game.



This was my biggest project yet, and we worked hard to create a game that stays with people. I'm proud to say that players are already contacting us to share that *Eila and Something Shiny* is an experience they will never forget.

•••

Jeffrey Chan lives and works in Hong Kong, and has dreamt about creating board games since he was six. He loves playing card and board games, video games, watching movies, reading books, playing guitar, and crafting tabletop games with simple materials.

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #284

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 284 \$3.99

ART FROM PREVIOUS ISSUE

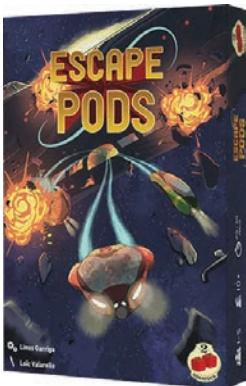


ROCODROMO

Rocódromo is a game in which we compete to be the first to reach the top of a climbing wall. As if it was a race, we combine color sticks of different lengths which simulate the routes of the wall that was built at the beginning of the game. Who will be the first to conquer the climbing wall? Scheduled to ship in July 2023.

2TG RO001 PI

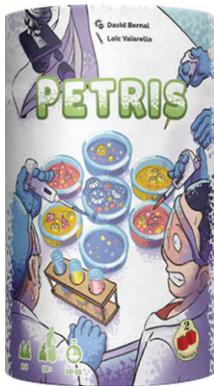
2TOMATOES GAMES



ESCAPE PODS

Escape Pods is a game of spaceships and escape for 1-5 players of ages 10+. You are tasked to evacuate crew members from an exploding spaceship, taking them via pods to secure refuges on a nearby moon. Scheduled to ship in July 2023.

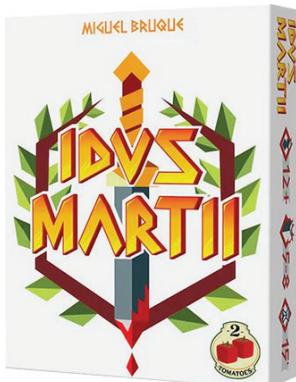
2TG EP001 PI



PETRIS

Petris is a game about bacterial control for 2-3 players, 10+ years old and about 10 minutes of playing time. Each player embodies a scientist who should control the propagation of the bacteria under their supervision. Those bacteria are hungry and they are always looking for food in the adjacent Petri dishes. Watch out! The bacteria that remain alone in a Petri dish will eat a lot and they will reproduce... making it more complicated to control them! Scheduled to ship in July 2023.

2TG PE001 PI



IDUS MARTII

Idus Martii is a hidden role game for 5 to 8 players. According to Plutarch, a seer had warned that harm would come to Caesar no later than the Ides of March. On his way to the Theatre of Pompey, where he would be assassinated, Caesar passed the seer and joked, 'The Ides of March are come', implying that the prophecy had not been fulfilled, to which the seer replied 'Aye, Caesar; but not gone.' Players are members of the Senate and must plot in favor or against the magnicide of Julius Caesar. Scheduled to ship in July 2023.

2TG IM001 PI

9TH LEVEL GAMES



RETURN TO DARK TOWER

FANTASY RPG

The Return to Dark Tower RPG is designed to be played over a series of 3 to 5 game sessions collectively called a 'campaign'. During each campaign, the players create an Adversary together (or choose one of the existing great evils - like the Bane of Omens or the Ash Strider). One player will take on the role of the Adversary and will act as the Maze Controller, or MC - the campaign's game master. They will run the game sessions, and plot against the players using the resources laid out in the game manual to crush their puny heroes! The other players will each create a Hero and a Companion from one of the Four Kingdoms.

9LG 1981 \$49.99



RETURN TO DARK TOWER FANTASY RPG: ADVERSARY SCREEN

The Adversary, acting as the MC works with the party to determine what they want to do next, where they want to go, and how they want to spend their precious time. While certain Heroes and Companions are playing, others can be assigned to activities that spend time and produce resources or effects. The Adversary then advances their Plots based on the outcome of the game session and new time spent, and goes away to prepare for the next game session.

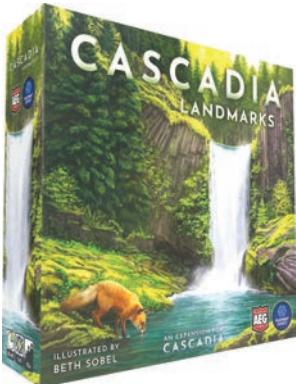
9LG 1981A \$24.99

RETURN TO DARK TOWER
FANTASY RPG: PLAYER TOWER
ACCESSORY SET

The Return to Dark Tower Dice Tower Accessory is a unique tool for playing the game. A dice roller, visual aid, and carrying solution all in one. The box transforms into a 2-part tower that sits in the middle of the playing area. It telescopes from the box, and then adheres to itself using magnets, rising 16 inches!

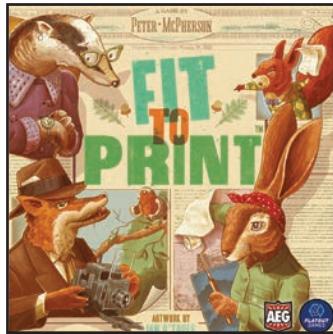
9LG 1981B \$49.99

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**CASCADIA: LANDMARKS EXPANSION**

In the *Landmarks* expansion for *Cascadia*, players create sprawling habitats and place beautiful natural landmarks within them. *Landmarks* give each environment its own look and feel, and provide dynamic end game scoring bonuses! In addition to the *Landmarks* module, this expansion includes more unique Wildlife Scoring Cards and Habitat Tiles to add variety and enough components to play *Cascadia* with 5-6 players.

AEG 1034.....\$34.99

**FIT TO PRINT**

The front page of your newspaper for your woodland creature town is due in just a few hours and you have no time for perfection. Grab the big stories before the other papers get a chance, and make sure you get the right photos too. A newspaper is a business, so the money has to come from somewhere — don't forget the ads! After you've picked out a combination of stories, photos, and ads, it's time to lay out the front page. Did you take enough tiles to fill the paper, but not so many that things have to be cut? Over the course of three hectic days, your skills will be tested as you compete to be the most newsworthy editor!

AEG 1028.....\$39.99

ARES GAMES

and the 'Whip of Many Thongs' illustration by Andrea Piparo. Scheduled to ship in September 2023.

AGS WOTR154.....\$15.90

SPOTLIGHT ON**WAR OF THE RING: THE CARD GAME - AGAINST THE SHADOW**

Inspired by the best-selling and award-winning *War of the Ring* board game, *War of the Ring – The Card Game* immerses players in the quest of *The Lord of the Rings*. The game allows them to explore their own version of the trilogy, using uniquely designed card decks representing the strengths and weaknesses of the peoples and characters who fought in the War of the Ring. Its first expansion, *Against the Shadow*, enables players to experience the adventure alone or cooperatively. Scheduled to ship in September 2023.

AGS WOTR102.....\$24.90

Scheduled to ship in September 2023.

**NIEUPORT 16 (DE GUIBERT)**

AGS WFG125D.....\$19.90

**NIEUPORT 16 (NAVARRE)**

AGS WGF125B.....\$19.90

**NIEUPORT 16 (ESCADRILLE LAFAYETTE)**

AGS WGF125C.....\$19.90

ATLAS GAMES**MAGICAL KITTIES SAVE THE DAY!****RPG: GAME MASTERS KIT**

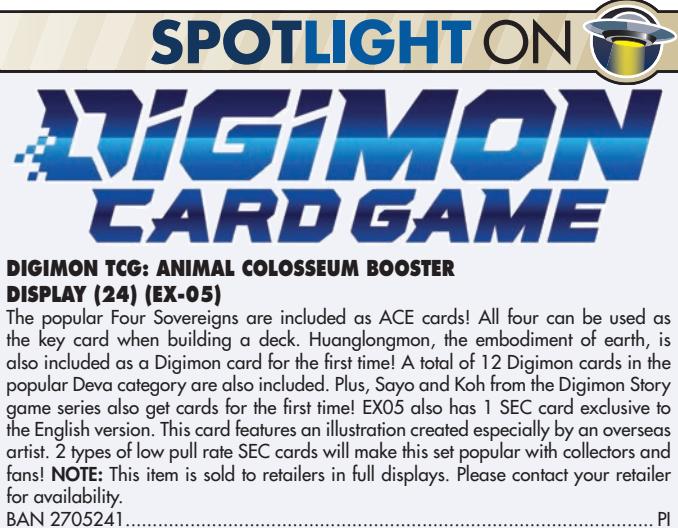
Scheduled to ship in September 2023.

ATG 3125.....\$19.95

**MAGICAL KITTIES SAVE THE DAY!****RPG: KITTY NOIR**

Welcome to Sunset City, where there's always something fishy going on... and we're not talking tuna here. Whether it's the robbery of a priceless work of art, or an unexplained case of amnesia, the kitties of Sunset City have their paws full. That's why they've formed the Cat Eyes Detective Agency. Because even though human detectives are pretty good at their jobs, sometimes it takes magic to uncover what's REALLY going on in this town. Scheduled to ship in September 2023.

ATG 3124.....\$14.95

BANDAI CO.**DIGIMON CARD GAME****DIGIMON TCG: ANIMAL COLOSSEUM BOOSTER DISPLAY (24) (EX-05)**

The popular Four Sovereigns are included as ACE cards! All four can be used as the key card when building a deck. Huanglongmon, the embodiment of earth, is also included as a Digimon card for the first time! A total of 12 Digimon cards in the popular Deva category are also included. Plus, Sayo and Koh from the *Digimon Story* game series also get cards for the first time! EX05 also has 1 SEC card exclusive to the English version. This card features an illustration created especially by an overseas artist. 2 types of low pull rate SEC cards will make this set popular with collectors and fans! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2705241.....PI

SPOTLIGHT ON

DRAGON BALL SUPER CARD GAME

DRAGON BALL SUPER TCG: PREMIUM PACK SET 06

DISPLAY (8) (PP14)

Contains 4 Booster Packs and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2696877..... PI

DRAGON BALL SUPER TCG: ZENKAI - SET 06

BOOSTER DISPLAY (24) (B23)

Massive expansion of the new 'Z Extra' cards with beloved items like the 'Scouter' and more special moves! The long-awaited return of Ultra Instinct Son Goku as a Leader Card from the Universe Survival Saga is now here. Surpass Son Goku's limit with this Ultra Instinct card featuring an ultra-gorgeous illustration. Fan favorite Son Goku & Son Gohan team "Combination" deck from the Android Cell saga is ultra strong! Your favorite Dragon Ball characters team up in Set 06 for a new gameplay experience. Includes the coveted low pull rate GOD RARE (GDR) card! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2696875..... PI

SPOTLIGHT ON

ONE PIECE CARD GAME

ONE PIECE TCG: AWAKENING OF THE NEW ERA

BOOSTER DISPLAY (24) (OP-05)

Leader alt-art with original comic illustrations are back by popular demand from the first two boosters to celebrate the 1st anniversary! Special cards also feature fresh designs. New embossing makes cards more collectible than ever. Plus, the long-awaited cards drawn by Eiichiro Oda are here! Highly anticipated characters including Enel, Sabo, and Koala make their appearance. Build decks with new themes, such as a blue Animal Kingdom Pirates deck or a purple Straw Hat Crew deck. Make an imposing deck by combining this Booster Pack with the Ultra Deck -The Three Captains- and go toe-to-toe with any opponent. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2705244..... PI

ONE PIECE TCG: AWAKENING OF THE NEW ERA

DOUBLE PACK SET V2 DISPLAY (8) (DP-02)

As the next best product for value after boosters, this item will appeal to general consumers and increase exposure to the One Piece Card Game in stores. The packaging doubles as a card case making this product more economical, accessible, and collectible. Each set will include 1 randomly selected DON!! card with exclusive designs, encouraging multiple purchases to collect both of them. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2705246..... PI

ONE PIECE TCG: DEVIL FRUITS COLLECTION (DF-01)

The Devil Fruit case holds boosters and other card products making for the ultimate, must have addition to any shelf! Each set includes 1 randomly selected DON!! Card (2 exclusive designs to collect), 1 Pillar of Strength Booster (OP-03), 2 Kingdoms of Intrigue Boosters (OP-04), and 10 sleeves (2 exclusive designs to collect) encouraging multiple purchases to collect them all! BAN 2687839..... PI

ONE PIECE TCG: OFFICIAL SLEEVES SET 5 DISPLAY (12)

Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 9040331..... PI



Eila and Something Shiny is a story-rich solo board game where your choices change the ending.

Solve puzzles, manage resources, and overcome challenges through underground perilous mazes, harsh snowy highlands, and more. Good luck; Eila's fate is in your hands!



NorthStar
GAME STUDIO

NSG900 - MSRP \$64.99

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GAMES

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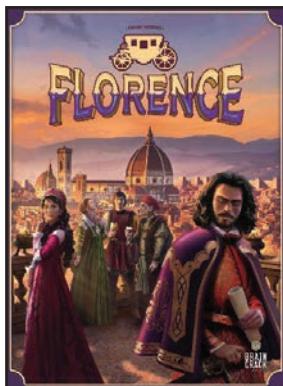
BATTLE SYSTEMS

**CORE SPACE: STARTER SET**

Core Space is a science fiction miniatures board game for 1 - 6 players. Each player takes control of a band of Traders trying to make a living in a dangerous galaxy, all the while hunted by the Purge, a semi-sentient race of humanoid machines whose sole task is to harvest worlds. It can be played competitively or co-operatively, and missions can be linked with a detailed campaign system. Scheduled to ship in December 2023.

BAS CSC001 \$109.99

BRAINCRACK GAMES

**FLORENCE**

Seduce the Medici at an opulent Renaissance carnevale; deploy members of your noble house to the streets of Florence; compete for control at different parties; meet the Medici when they arrive; then gift, brag and scandalize your way to victory! Scheduled to ship in September 2023.

BCG FLO1EDEN \$60.00

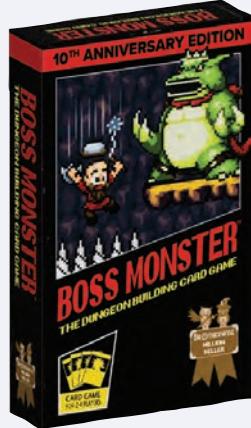
LAST RESORT

Build your very own space hotel, fill it with cutting edge attractions and amenities, and invite guests from all over the galaxy in this tile-laying, tourist-drafting, intergalactic extravaganza from designer Oliver Brooks and illustrator Andrew Forster! Scheduled to ship in October 2023.

BCG LRT01 \$40.00

BROTHERWISE GAMES

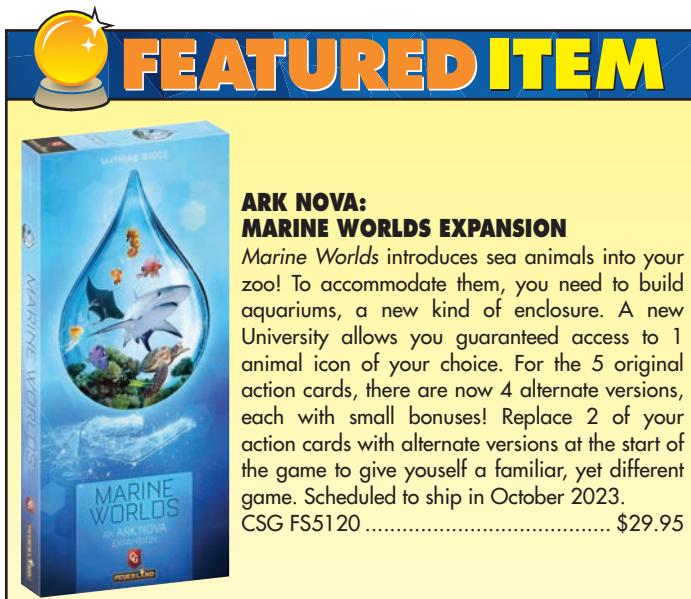
SPOTLIGHT ON

**BOSS MONSTER:****10TH ANNIVERSARY EDITION**

Celebrate a decade of Boss Monster with this revised 10th Anniversary Edition! Modernized rules help new and seasoned players and cards have been updated for more balanced play. 8 new room cards, 4 new bosses and 3 new spells take your dungeon crafting gameplay to the next level. Do you have what it takes to be the baddest Boss in town, or will these puny heroes take your treasures? Find out in this fresh take on a modern classic!

BGM 504 \$24.95

CAPSTONE GAMES

**ARK NOVA: MARINE WORLDS EXPANSION**

Marine Worlds introduces sea animals into your zoo! To accommodate them, you need to build aquariums, a new kind of enclosure. A new University allows you guaranteed access to 1 animal icon of your choice. For the 5 original action cards, there are now 4 alternate versions, each with small bonuses! Replace 2 of your action cards with alternate versions at the start of the game to give yourself a familiar, yet different game. Scheduled to ship in October 2023.

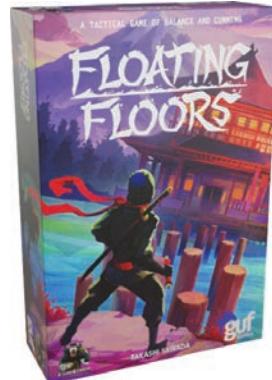
CSG FS5120 \$29.95

CARDLORDS

FLOATING FLOORS

Floating Floors is a tactical balancing duel in which you, a ninja, become the architect of your own domain, creating a labyrinth of floating floorboards for your rival to cross. In more detail, you create a stable path to your target by balancing a labyrinth of floorboards that will also be used by your rival. The trick is in strategically using your jutsu tokens to keep your new ninja camouflaged with the surroundings, while sabotaging the rival ninja's path. The first ninja to claim all four bansen seals, concealed by your rival during set-up, wins.

CDR B04 \$24.99



CATALYST GAME LABS

BATTLETECH

**MERCENARIES BOX SET**

Whether wet-behind-the-ears recruits or grizzled veterans, mercenaries are the wild card that can tip the balance in combat. These MechWarriors run the razor's edge between immortality and destruction, and possess the elite skills and the right amount of luck to snatch victory from the jaws of defeat. Will you join an existing unit, or try to carve out your own place in the universe? Scheduled to ship in December 2023.

CAT 35031 \$74.99



CHESSEX MANUFACTURING



CLEAR PLASTIC DICE CUP LID

Scheduled to ship in July 2023.
CHX 89000 \$4.00

GAMES

THE WARRIOR TRILOGY - BOOK ONE - EN GARDE (HARDCOVER)

Betrayed by his own House and stripped of his rank, exiled MechWarrior Justin Allard is given one last chance to save his honor—by risking his life in the gladiatorial arenas of Solaris VII.

CAT 36048P \$14.99

THE WARRIOR TRILOGY - BOOK THREE - COUPE (HARDCOVER)

The minions of Maximilian Liao are about to deliver a crippling blow to the forces of Prince Hanse Davion—discovering a way to use Hanse's own technology against him.

CAT 36050P \$14.99

THE WARRIOR TRILOGY - BOOK TWO - RIPOSTE (HARDCOVER)

Hanse Davion and Melissa Steiner have united two Great Houses of the Inner Sphere in a marriage that upsets the balance of power among the stars. Though some hope this may bring an end to centuries of war, Maximilian Liao of the Capellan Confederation has enlisted the aid of two highly placed Davion traitors to destroy Hanse Davion and the Federated Suns from both within and without. But in the distant star chambers of the Capellan March and Draconis Combine, the warlords of Maximilian Liao are honoring a different and more deadly vow: to wage an unholy war that threatens to rip apart the vulnerable worlds of the Federated Suns.

CAT 36049P \$14.99

FLEXIBLE DICE CUP

Scheduled to ship in July 2023.

BLACK	CHX 89008 \$9.98
BROWN	CHX 89009 \$9.98
PINK	CHX 89014 \$9.98



NOSTALGIA OPAQUE GM AND BEGINNER PLAYER POLYHEDRAL 7-DIE SET

Scheduled to ship in July 2023.

CHX 25499 \$4.18



PRISM TRANSLUCENT GM AND BEGINNER PLAYER POLYHEDRAL 7-DIE SET

Scheduled to ship in July 2023.
CHX 23099 \$11.98

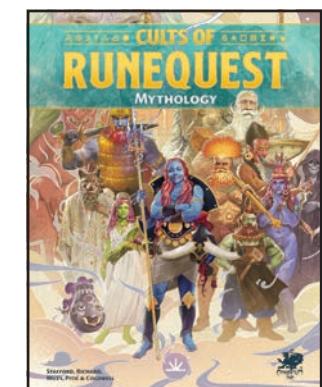
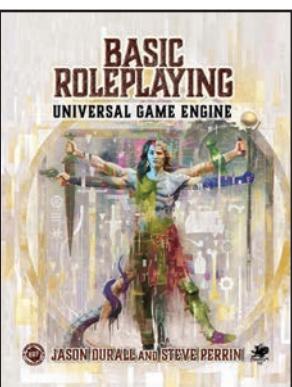
SHADOWRUN

SHADOWRUN RPG: CYBER DECKS

Scheduled to ship in August 2023.

CAT 28514 \$14.99

CHAOSIUM



BASIC ROLEPLAYING: UNIVERSAL GAME ENGINE

Explore. Play. Basic Roleplaying (BRP) is a system of core rules for tabletop roleplaying. Whether you're a seasoned roleplaying veteran or new to the hobby, Basic Roleplaying has everything you need for years of entertainment. Scheduled to ship in October 2023.

CHA 2036-H \$49.99

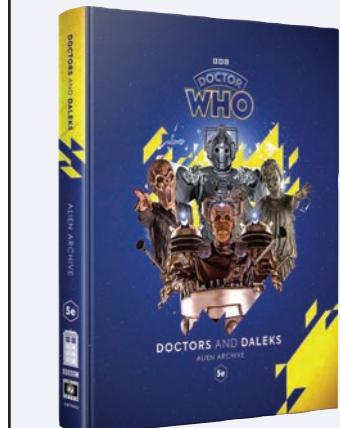
CULTS OF RUNEQUEST: MYTHOLOGY

Cults of RuneQuest: Mythology is part of the new *Cults of RuneQuest* sourcebook series for *RuneQuest*. It contains an indispensable history of the mythology of the storied and epic Bronze Age fantasy world of Glorantha. A supplement ideal for both players and Gamemasters. Scheduled to ship in October 2023.

CHA 4041-H \$39.99

CUBICLE 7

SPOTLIGHT ON



DOCTOR WHO RPG: DOCTORS AND DALEKS - ALIEN ARCHIVE (5E)

Doctors and Daleks Alien Archive - a comprehensive collection of many of the aliens the Doctor has encountered, from Axos to Zygons, with adventure ideas and advice for exciting encounters. Scheduled to ship in October 2023.

REGULAR EDITION (5E)

CB7 1502 \$44.99

COLLECTOR'S EDITION (5E)

CB7 1504 \$149.99

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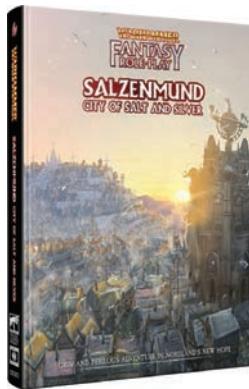
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DOCTOR WHO RPG: DOCTORS AND DALEKS - KEYS OF SCARAVORE (5E)

Doctors and Daleks: Keys of Scaravore - a complete, multipart campaign for levels 1-5, that takes the characters to distant worlds and even the Wild West, facing Draconians, Zygons, Silurians, and more before encountering the terrifying Scaravore itself. Scheduled to ship in October 2023.

CB7 1501 \$34.99



WARHAMMER FANTASY RPG: 4TH EDITION - SALZENMUND

Salzenmund promises opportunity and excitement to adventurous souls. Explorers depart from the city to trade with furl-clad Norscans or brave the wide sea to Lustria. But the ruling Gausser family, newly installed and ambitious, threaten the stability of the Empire. The head of the family talks of a reconquest of the Wasteland and defiance of their old masters in Middenheim. In the taverns by the docks, vicious and crooked folk conspire in smuggling and piracy. Worse still, the honeyed whispers of forbidden cults entice the truly desperate into the worship of Chaos. Scheduled to ship in July 2023.

CB7 2473 \$39.99

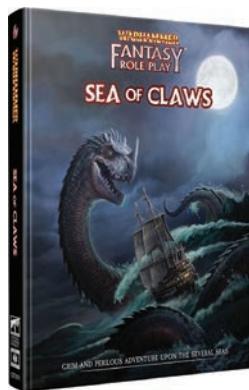
SPOTLIGHT ON



DOCTOR WHO RPG: DOCTORS AND DALEKS - PLAYERS GUIDE (5E)

The Doctors and Daleks Player's Guide - containing streamlined character creation rules to quickly bring to life a new time-travelling adventurer. Create a new Companion for the Doctor, or build your own Time Lord! Rules for playing fast-paced, combat-light sci-fi adventures using the 5th Edition of the world's most popular roleplaying game system. Scheduled to ship in October 2023.

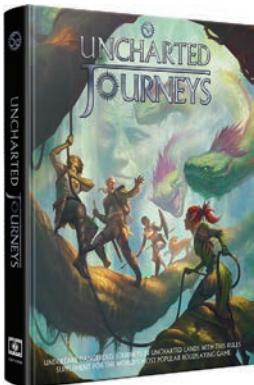
CB7 1500 \$59.99



WARHAMMER FANTASY RPG: 4TH EDITION - SEA OF CLAWS

Sea of Claws is the perfect starting point for a new campaign set on the high seas, or the ideal book for those interested in taking an ongoing campaign out of the Empire and to distant lands across the seas. To the north lies the bitterly cold and tempestuous Sea of Claws. The sea separates the Empire from the lands of Norsca, where Marauder tribes beseech the forces of Chaos for glory and power and vast monsters make their lairs in the fjords. Scheduled to ship in August 2023.

CB7 2474 \$39.99

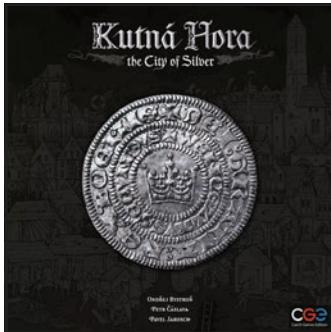


UNCHARTED JOURNEYS (5E)

Uncharted Journeys includes rules for travel, new character abilities, rules for creating unique ruins with their own history and story, and contains almost 2,000 unique encounters across a variety of locations. This is the perfect supplement for players and DMs playing in a campaign focused on exploration and travel, and is ideal to use with official Dungeons & Dragons supplements such as Curse of Strahd and Tomb of Annihilation. Scheduled to ship in July 2023.

CB7 0600 \$49.99

CZECH GAMES EDITIONS



KUTNA HORA: THE CITY OF SILVER

Join other ambitious guild leaders in mining and developing the famous City of Silver during its period of rapid economic growth and expansion in the 14th century - from the first discovery of silver near the cistercian monastery to the construction of Kutna Hora, which quickly became one of the most important cities in central Europe. Kutna Hora is a historical, asymmetrical city building euro game for 2 - 4 players that features a real-life supply and demand experience where every action you take has an impact on the game's dynamic economic systems. Scheduled to ship in October 2023.

DVG 9120 \$99.99

KUTNA HORA: THE CITY OF SILVER - METAL COINS SET

Scheduled to ship in October 2023.

CGE 00111 \$29.95

DARRINGTON PRESS



THE CHRONICLES OF ALEXANDRIA VOL II: THE LEGEND OF VOX MACHINA

A stunning book collecting Vox Machina artwork from international Critter artists, featuring the second half of the Vox Machina campaign. The wondrous events of Critical Role's Vox Machina campaign are beautifully illustrated as they come to their epic conclusion. This volume collects over 200 pieces of art from Critters around the world, curated and art directed by Lauryn Ipsum as well as Critical Role's Liam O'Brien and Taliesin Jaffe. Scheduled to ship in September 2023.

DRP COE-V2 PI

DV GIOCHI

SPOTLIGHT ON



BANG! DYNAMITE BOX

This Dynamite Box includes a total of 5 full games, 4 expansions, and collector components: Bang!, Dodge City, Gold Rush, Armed & Dangerous, The Great Train Robbery AND one full copy of expansion packs: Wild West Show, The Valley of Shadows, High Noon, and A Fistful of Cards. Additional contents Bang! collectors will love include: one red dynamite stick, 34x wooden bullets, 9x special character promo cards, and 8x premium dual layer player boards. Scheduled to ship in October 2023.

DVG 9120 \$99.99

SPOTLIGHT ON



BANG! DYNAMITE BOX (COLLECTOR'S BOX)

This Dynamite Box has storage space to house all your Bang! games and expansions. It also includes additional contents Bang! collectors will love: one red dynamite stick, 34x wooden bullets, 9x special character promo cards, and 8x premium dual layer player boards. Scheduled to ship in October 2023.

DVG 9121 \$49.99

EVIL GENIUS GAMING

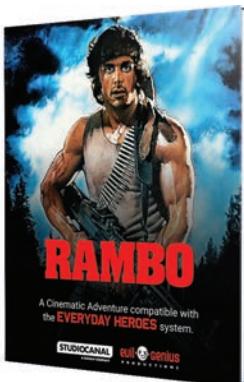
EVERYDAY HEROES RPG

Scheduled to ship in October 2023.



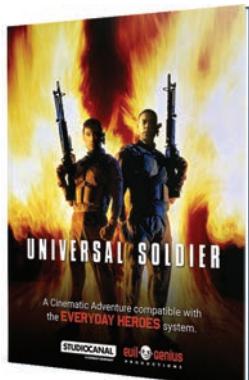
RAMBO MINIATURE

EVL 09001 \$3.99

**RAMBO CINEMATIC ADVENTURE**

This *Cinematic Adventure* is set within the world of *Rambo*. Introducing 5e compatible rules around mass casualties and guerilla warfare. *Cinematic Adventures* are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+ page digital books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone

EVL 09000 \$24.99

**UNIVERSAL SOLDIER
CINEMATIC ADVENTURE**

This *Cinematic Adventure* is set within the world of *Universal Soldier*. Introducing 5e compatible cybernetics rules. *Cinematic Adventures* are campaign settings that sit on top of the *Everyday Heroes* rules system. They are 100+ page digital books that have two parts. Part one gives you new game mechanics that fit the theme of the property. Part two gives you a full adventure set within that world. There will be something for everyone

EVL 08000 \$24.99

EXPLDING KITTENS**EXPLDING KITTENS: GOOD VS EVIL**

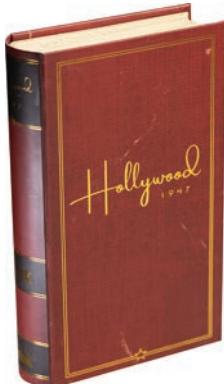
This is the most high-stakes version of *Exploding Kittens* yet! New rules. New Kittens. New mayhem. This version of *Exploding Kittens* features new cards and gameplay based on the Netflix animated series *Exploding Kittens*, premiering near the end of 2023. It's still the highly-strategic kitty powered version of Russian Roulette you know and love with new Armageddon Cards which set up an epic battle of Good vs. Evil. Outsmart your opponent. Try not to explode. The last player left alive wins. Scheduled to ship in July 2023.

EKG GVSE-6 \$21.99

FACADE GAMES**HOLLYWOOD 1947**

The year is 1947 and you are a member of the thriving movie-making industry of Hollywood. However, it is suspected that there are communists hiding among your small production studio slipping 'un-Patriotic' messages, themes, props, and lines into your movies! Will you be able to find all the communists before your studio is shut down? Or will you be suspected yourself and banned from the industry? In the game each player will secretly be a Patriot, Communist, or Rising Star. Each round every player will have a unique Job to perform (such as the Screenwriter, Gaffer, Director, Actor, Editor, etc.). Scheduled to ship in October 2023.

FCD HWD1001 \$24.99



PATHFINDER

**PATHFINDER AP:
THE SUMMER THAT
NEVER WAS**

Slip into the Season of Ghosts, where a group of adventurers fight to protect their home from monsters and mysterious events that isolate them.

PZ090196 MSRP \$26.99

**PATHFINDER FLIP MAT:
RUSTHENGE**

Bring your adventures near Iron Harbor to life on your tabletop with this Flip-Mat featuring two key locations from Rusthenge on either side.

PZ030132 MSRP \$16.99

**PATHFINDER ADVENTURE:
RUSTHENGE**

Something sinister is afoot in Rusthenge, and it falls to a new band of adventurers to learn the truth of the evil that stirs deep within its halls!

PZ09564

MSRP \$24.99

WWW.PAIZO.COM

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GTM

AUG
2023

35

BEST SELLER

ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS



Aliens: Another Glorious Day In The Corps is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- Recreate awesome scenes from the movie
- Play iconic characters
- Dynamic co-op gameplay
- And all the Aliens you can kill!

AVAILABLE NOW

ALIENS11

\$70

COMING SOON

ALIENS: GET AWAY FROM HER YOU B***H! EXPANSION



You've had your first encounter with these bugs, but now you've got to find a way off this rock. It'll be 17 days before any rescue mission is called, and you'll be lucky to survive 17 hours!

- New Campaign Missions spanning the Queen's Lair, Landing Platform, and the U.S.S. SULACO.
- Expanded Campaign Missions from Another Glorious Day In The Corps, adding new paths and threats.

SEPTEMBER

ALIENS13

\$60

COMING SOON

ALIENS: ULTIMATE BADASSES EXPANSION



This expansion provides new options for fighting the Xenomorph menace, adding even more badass characters to the Aliens: Another Glorious Day In The Corps.

- Choose how to build your character to make it out alive

SEPTEMBER

ALIENS12

\$30

COMING SOON

ALIENS: WE'RE IN THE PIPE, FIVE BY FIVE EXPANSION

This expansion brings the Sulaco's dropship crew, 'fly the friendly skies' as you fight off alien stowaways & attempt to rescue survivors.

- 2 crew members on the ground to provide support for your Marines
- 4 New Alien Variants



\$30

ALIENS14

SEPTEMBER

COMING SOON

TENFOLD DUNGEON DAEDALUS STATION



Embark on a harrowing journey into the depths of the Daedalus Station Tenfold Dungeon set, a derelict behemoth adrift in the vast expanse of space.

Whatever the Daedalus Station's original purpose was, it now only plays host to gunfighters, smugglers and bandits. Explore this forsaken space hulk, but beware the what the inhabitants have left in waiting. The Battlestation contains 12 durable double-sided rooms to build the perfect trap for those who are brave enough to enter.

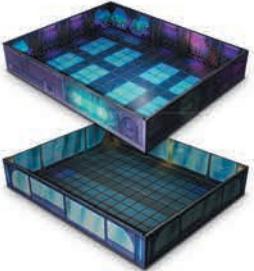
OCTOBER

TFD009

\$65

TENFOLD DUNGEON CYBERPUNK CITY

COMING SOON



Immerse yourself in the thrilling futuristic metropolis with The Cyberpunk City set for Tenfold Dungeon.

With a wide range of buildings to explore, from glitzy nightclubs to a double-height motel, The Cyberpunk City Set brings the excess and decadence of the cyberpunk genre to life. Neon-lit signs light up the world cover an air of poverty driven by the soulless corporations. Features 12 durable double-sided tenfold buildings to build the perfect cyberpunk dystopia.

\$65

TFD010

OCTOBER

COMING SOON

TENFOLD DUNGEON SMUGGLER'S DEN



Step into the world of danger and contraband with Smuggler's Den Tenfold Dungeon set, where the line between hero and outlaw is blurred, and survival depends on your wit and resourcefulness.

Explore the hidden corners of a distant galaxy, where smugglers and renegades thrive. The Smuggler's Den Set features buildings ranging from dingy saloons to docking bays ready for a quick escape. Features 12 durable double-sided tenfold buildings to build the perfect hideout.

OCTOBER

TFD011

\$65

TENFOLD DUNGEON STARSHIP VENGEANCE

COMING SOON



Explore the vast expanse of a space station within the Tenfold Dungeon Starship Vengeance set.

As you navigate the intricate network of corridors and chambers, you'll encounter the menacing engine room for epic showdowns, viewports, the medbay, and of course the bridge. Your gateway to immersive storytelling and thrilling adventures among the stars, the Starship Vengeance contains 12 durable double-sided rooms to build the perfect Starbase.

\$65

TFD012

OCTOBER



FANROLL

PATHFINDER

Scheduled to ship in September 2023.

**55MM GOBLIN MAMMOTH D20**
MET 10902 \$54.99

SPOTLIGHT ON

BUNDLE DICE SET/DICE BAG/DICE TRAY

MET 10905 \$49.99



SPOTLIGHT ON

GOBLIN INCLUSION DICE SET

MET 10901 \$19.99

**ROLLING SCROLL WITH STORAGE**
MET 10904 \$19.99

GRAND GAMERS GUILD

AHAU: RULERS OF YUCATAN

Ahu: Rulers of Yucatan is a Euro-style board game, combining elements of worker placement and resource management with innovative dual-engine building - all set in the Classical Period of the Maya. In the game, the players take the roles of leaders of city-states who are all eager to climb the ladder of power and become the most famous ruler of this era. Throughout their journey, they have the chance to invoke the ancient Maya deities, make the production flourish, build their pyramid temple and capital, and expand the borders of their territory. Scheduled to ship in October 2023.



GGL AGA101 \$70.00

GREATER THAN GAMES

SPIRIT ISLAND

NATURE INCARNATE EXPANSION

Since time untold, Spirits have existed on the Island. There are Spirits whose names are known by the local Dahan people — Spirits of growth and fire, of strength and river. But these are not the only Spirits... Legends whispered on the rarest of days tell stories of Spirits from the deepest, furthest reaches of the land. Powerful forces of nature that have not been witnessed in ages. *Spirit Island: Nature Incarnate* introduces eight new Spirits, twenty new aspects, and so much more.

GTG SISL-NINC \$59.99

**NATURE INCARNATE SPIRIT ISLAND FOIL PANELS**

GTG SISL-FLNI \$2.99

**PREMIUM TOKEN PACK #2**

GTG SISL-TOK2 \$49.95

HABA USA

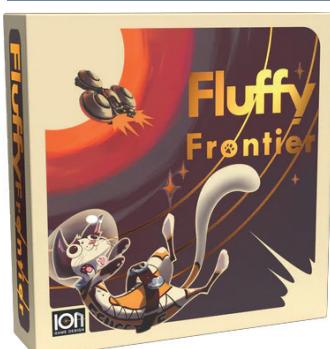
CAPTAIN PEPE: TREASURE AHOY!

Sail across the world's oceans with Captain Pepe and his fearless crew. Explore new adventures, open treasure chests to unlock new challenges and work together to defeat the evil pirate, Madame Goldtooth. Can the players find the seven treasures before the evil pirate plunges the world into dark times? This is a cooperative legacy game that includes an Adventure Book with 25 chapters of game play! Scheduled to ship in August 2023.

HAB 307038 \$49.99



ION GAME DESIGN

**FLUFFY FRONTIER**

Space. It's much cuter than we thought. A family game exploring space with cute, fluffy animals. Introducing the board game you didn't know you couldn't live without! Now, why is that? Well, that is a great question that we'll be pleased to answer! The game includes: Fluffy animals! Space! Fun! Cuteness overload! What are you, a fluffy and incredibly cute Petsonaut, doing in the depths of space? Set off on a mission to Halley's Comet, where you'll have to search for signs of life and collect samples for testing; you have to complete the task without letting the humans discover your remarkable intelligence. Scheduled to ship in December 2023.

ION ION12 \$59.00

**PAX VIKING**

Scheduled to ship in December 2023.

**PAX VIKING JUNIOR**

Welcome to the world of the Vikings! *Pax Viking Junior* is a version of *Pax Viking* for the whole family, including younger kids, age 6 and up. True, some Vikings lived as robbers, but most of them were doing well as great farmers, traders and explorers. And the Vikings were true animal lovers. Above all, they liked cats. Freya, one of the strongest gods in the Norse fairy tales who had her own Valhalla called Folkvang, had a chariot pulled by two cats.

ION ION031 \$49.00

**METAL COINS**

Includes 60 metal Silfr coins and 20 metal Gull coins for ION's multi-player board game *PAX Viking*.

ION ION03A \$25.00

**PROMO PACK 2**

The second promo pack for *Pax Viking* will continue on the appreciated path of Promo pack 1. Featuring 5 guest designers that all provide ideas for 2 tiles each, 1 rules tile and 1 saga tile. The designers will be revealed soon.

ION ION03C \$10.00

VENDEL TO VIKING

Scheduled to ship in December 2023.

**VENDEL TO VIKING**

Vendel to Viking is the first board game being launched in the partnership between World Book and Ion Game Design. For more than 100 years, World Book has been the world's premier reference source, and stands for trust and expansive knowledge covering almost every subject imaginable. While inspired by the clever mechanisms of *Pax Viking*, *Vendel to Viking* includes some significant differences in the game system as well as taking players back to the centuries prior to the Viking era.

ION ION11 \$79.00

**METAL COINS**

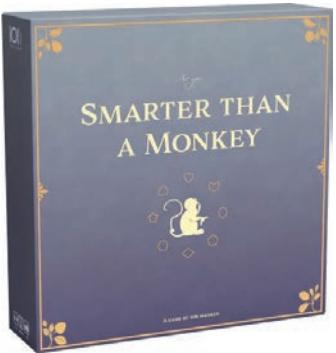
Includes 60 metal Silfr coins and 20 metal Gull coins for *Vendel to Viking*.

ION ION11A \$25.00

**PROMO PACK 1**

The *Vendel to Viking* promo pack 1 will introduce rules tiles to *Vendel to Viking*, as found in the *Pax Viking* Promo pack 1. It will feature a mix of Venture tiles, Rules tiles and new mission cards.

ION ION11P \$10.00

**SMARTER THAN A MONKEY**

A quiz game for the whole family where you bet on your chance to answer better than a monkey. Scheduled to ship in December 2023.

ION ION07 \$59.00

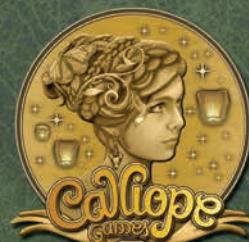
*Designed by
Eric M. Lang*

Ancestree™

*Art by
Larry Elmore*



*My family is
better than yours!*



www.CalliopeGames.com

Game play
20+
minutes

Ages
8+
2-6
players



IRONGUARD SUPPLIES

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Got some cards that are a little... thick? Protect those cards that have a little extra something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

75pt Magna-Armor Holders DIA STL258372 PI
 100pt Magna-Armor Holders DIA STL258374 PI
 130pt Magna-Armor Holders DIA STL258375 PI



IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.

Yellow 35pt Magna-Armor Holders DIA STL258750 PI
 Black 35pt Magna-Armor Holders DIA STL258371 PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

10-Card-Pack Magna-Armor Holders DIA STL258367 PI
 15-Card-Pack Magna-Armor Holders DIA STL258370 PI

IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with IronGuard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

130pt Standard Penny Sleeves (pack of 100) DIA STL258392 PI

IRONGUARD CARD TOPLOADERS

Got some cards that are a little... husky? Protect those cards that have a little extra something with our wide-mouthed 100pt, 130pt and 180pt Toploaders. No need to wedge your cards into a narrow toploader, these leave room for profits to grow!

100pt Card Toploaders (pack of 25) DIA STL258374 PI
 130pt Card Toploaders (pack of 10) DIA STL258388 PI
 180pt Card Toploaders (pack of 10) DIA STL258391 PI



IRONGUARD 8" X 10" PHOTO TOPLOADERS

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from Ironguard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 PI



CURRENT SIZE

IRONGUARD COMIC BOOK TOPLOADERS

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with Ironguard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5.

Current Size Toploader DIA STL258377 PI

Silver Age Size Toploader DIA STL258379 PI

Golden Age Size Toploader DIA STL258380 PI

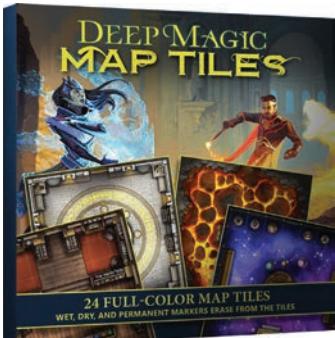
Magazine Size Toploader DIA STL258382 PI

STILL AVAILABLE

IRONGUARD 9 POCKET DELUXE PORTFOLIO BLACK DIA STL230316	PI
IRONGUARD 9 POCKET PAGES 25 COUNT PACK DIA STL230307	PI
IRONGUARD 9 POCKET PAGES 25 COUNT BLACK PACK DIA STL230313	PI
IRONGUARD BOARD GAME SLEEVES 100 PACK DIA STL230327	PI
IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328	PI
IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331	PI
IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344	PI
IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333	PI
IRONGUARD DECK PROTECTOR BOX DIA STL230348	PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480	PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481	PI
IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325	PI
IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326	PI
IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES)	PI
IRONGUARD TOP LOADERS 35PT RETAIL PACK OF 25 DIA STL215472	PI
IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473	PI
IRONGUARD TOP LOADERS 35PT RETAIL YELLOW BORDER PACK OF 25 DIA STL215474	PI



DEEP MAGIC

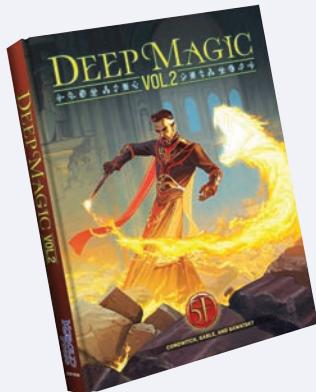


MAP TILES

Deep Magic Map Tiles will feature several maps (we're calling them 'arcane chambers') of mysterious, magical, and just plain wild rooms, such as an alchemist's workshop, wizard dueling room, hidden druid circle, and elemental nodes. Each room is designed to fit well into any dungeon, wizard's tower, arcane library, or other mystical location. Includes 12 double-sided tiles on wet/dry erase cardstock.

KOB 9672 \$19.99

SPOTLIGHT ON

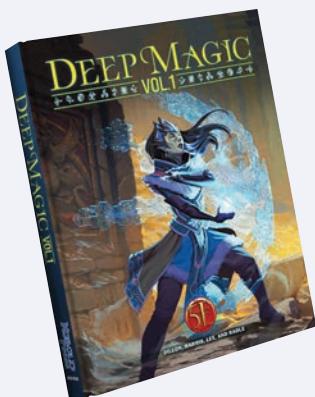


VOLUME 2 (5E)

Like Volume 1, Deep Magic Volume 2 is not just for wizards, warlocks, and sorcerers - or even just players! This volume expands options for almost every spellcasting class, including the new witch base class, and includes plenty of guidance throughout for Game Masters looking to use magic and spells as character rewards, as storytelling devices, and as villainous tools!

HARDCOVER KOB 9559 \$59.99
LIMITED EDITION HARDCOVER KOB 9665 \$79.99

SPOTLIGHT ON



VOLUME 1 (5E)

This tome is not just for wizards, warlocks, and sorcerers. Deep Magic also expands the horizons of what's possible for bards, clerics, druids, and even rangers and paladins. It offers something new for every spellcasting class. Plus it includes the brand new the urge class!

HARDCOVER KOB 9542 \$59.99
LIMITED EDITION HARDCOVER KOB 9658 \$79.99

KTBG

MAPLE VALLEY:
A CREATURE COMFORTS GAME

While the adults get the village into shape, the youngest (and swiftest) forest animals from each den are sent scrambling through the blossoming woods, completing the last-second tasks that will make the Festival a success. The trails aren't always clear; you'll need to climb, swim, and dig your way to the most bountiful groves, forage for fresh spring ingredients to help villagers complete their errands, and unearth curiosities that will attract skillful scouts to your growing team. The sun will set before you know it; will it be your hard work that makes this year's Festival the best one ever? Scheduled to ship in October 2023.

KTG 9002 \$39.00

LAST NIGHT GAMES

VOLUME 1 AND 2 GIFT SET
HARDCOVER (5E)

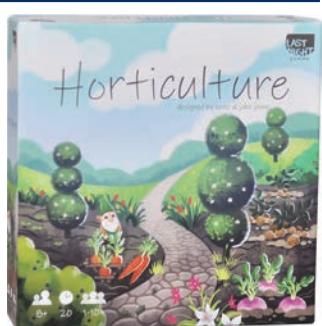
The all-new Deep Magic Volume 2 plus the remastered Volume 1 together in a beautiful slipcase! This Gift set is perfect for the holidays and will look beautiful on the shelf together.

KOB 9696 \$129.99

HORTICULTURE

Horticulture is a casual strategy game. In this game everyone plans and plants their own beautiful garden—complete with garden gnome and meandering path. Score points by accomplishing the plan you have designed, by grouping similar plants together, filling your window box and planting near your garden gnome. Players take turns picking the plants everyone must add to their garden and everyone simultaneously draws the chosen plants in their garden. Scheduled to ship in September 2023.

LNG 2023HORT \$24.95



LEFT JUSTIFIED STUDIO

OFFERED AGAIN



O/A BROKEN AND BEAUTIFUL

In Broken and Beautiful, players draft cards like bowls, cups, and tea jars to create high-scoring sets. As some pieces inevitably break, players must judiciously repair what has been shattered. Whole pottery is valuable. Broken dishes are worthless. That which has broken and been repaired is uniquely precious.

PLF JLS600 \$15.99

VOLUME 1 AND 2
LIMITED EDITION

HARDCOVER GIFT SET (5E)

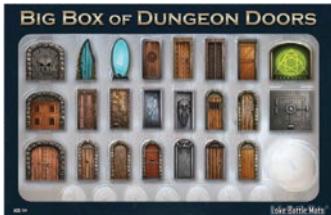
Get the double-foil limited edition of both Volume 1 and Volume 2, plus a slipcase to hold them, for a truly deluxe edition. This Gift set is perfect for the holidays and will look beautiful on the shelf together.

KOB 9702 \$159.99



GAMES

LOKE BATTLE MATS



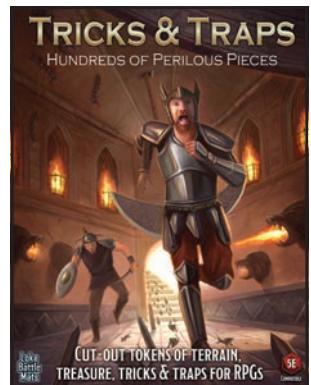
BIG BOX OF DUNGEON DOORS

Scheduled to ship in October 2023.
LBM 038 \$46.99

BOX OF TRICKS AND TRAPS

Tricks and Traps is a great value accessory to RPG Battle Maps. 25 sheets of laminated card, featuring hundreds of cut-out tokens. One side features terrain, the other a sprung trap, discovered treasure or other point of interest such as a hidden dungeon entrance. Scheduled to ship in October 2023.

LBM 041 \$29.99



MEROMORPH GAMES



ATMA RPG: INTERLUDE 1

Atma is a complete roleplaying game system in a tiny package. It's portable, quick to set up and teach, and plays in just 2 hours - perfect for game nights or pop-up sessions! A Game Master and 1-4 players use illustrated tarot cards to fuel RPG gameplay focused on creativity and quick thinking. *Atma* excels as a tutorial for first-time GMs who've always wanted to run an RPG, while allowing limitless creativity for

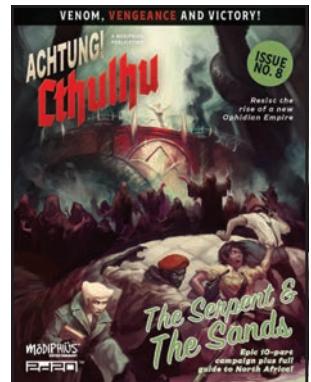
roleplaying pros. Scheduled to ship in September 2023.
MEP 301 \$15.00

MODIPHIUS

ACHTUNG! CTHULHU 2D20: SERPENT AND THE SANDS EXPANSION

It is said you cannot leave Africa, it is always with you and in this combined guide and campaign book for *Achtung! Cthulhu* 2d20, we present a complete field guide for one of the Secret War's most intriguing theatres, plus an epic 10-part campaign battling the might of the invidious Ophidians! Agents can explore new character creation options like adventurer, gambler and diplomat, plus a host of new North African-themed backgrounds, characteristics and talents to expand their characters. Discover fresh NPC heroes and villains of North Africa, then arm yourself with new tools of the trade, including weapons, vehicles and creatures.

MUH 0010330 \$43.00



DUNE RPG: POWER AND PAWNS - THE EMPEROR'S COURT SUPPLEMENT BOOK

Power and Pawns: The Emperor's Court is a complete 144 page supplement that lays bare the secrets of the Imperium as well as a host of new factions and campaign options to bring your *Dune: Adventures in the Imperium* game to the next level. No longer mere agents of your House, now you are its rulers, and with this wealth and power comes a host of new duties, enemies and opportunities, if you know where to look.

MUH 060195 \$46.99



FALLOUT: WASTELAND WARFARE



SURVIVORS - REILLY'S RANGERS
MUH 0190809 \$52.99

CAPITAL RULES EXPANSION

MUH 0190801 \$42.99



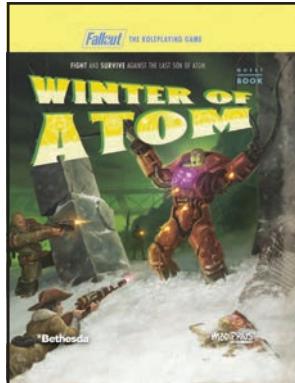
SURVIVORS - WASHINGTON PERSONALITIES
MUH 0190811 \$32.99

SURVIVORS - CAPITAL COMPANIONS
MUH 0190810 \$32.99

FALLOUT RPG: WINTER OF ATOM BOOK

Winter of Atom's themes include exploring frozen wastelands, harsh winter survival, building relationships with communities, explosive action against terrifying monsters, high-stakes warfare against a relentless foe, and weird and unexplainable supernatural horrors. This book requires the core rules found in the *Fallout RPG: Core Rulebook* (MUH 052191) but could be played using the rules and pregen characters found in the *Fallout RPG: Starter Set* (MUH 052192).

MUH 0580202 \$41.99



MONTE COOK GAMES

THE DEVIL'S DANDY DOGS RPG

You are one of the Devil's Dandy Dogs, a creature made of the Devil's shadow, and as such you are tasked with one thing: collecting souls. You'll face myriad people, places, creatures, experiences, and conundrums - not to mention temptations. And when you're done, the Devil will want a rousing tale of your exploits. Collaborate with your pack to create the conflict, characters, and resolutions to your tale. This zero-prep, rules-light narrative roleplaying game is filled with mystery, magic, and the unforeseen. Scheduled to ship in October 2023.

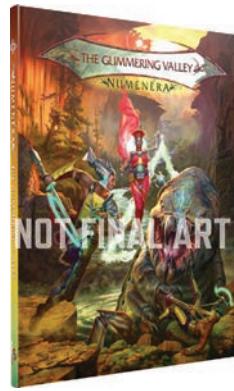


MKG 312 \$39.99

NUMENERA RPG: THE GLIMMERING VALLEY (HARDCOVER)

The Ninth World is vast, strange, and intimidating. But big adventures sometimes start small. The village of Neandran is remote, but vibrant and lushly detailed. Establish your characters here, build relationships and backstory, and ground your game in an immersive world. Then venture out into the Glimmering Valley, and begin to discover the wonders, treasures - and dangers - of the Ninth World. Follow the path of adventure, or explore the region sandbox-style, as the PCs grow in capability and players and GM alike are introduced to what makes the Ninth World so unique and compelling. Scheduled to ship in October 2023.

MKG 361 \$44.99



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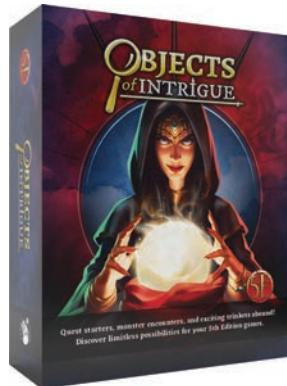
OLD GODS OF APPALACHIA RPG: CHARACTER PORTFOLIOS

The Old Gods of Appalachia Character Portfolio is perfectly sized to provide plenty of space within, but without taking up too much space on the gaming table. It's printed in full color on heavy matte paper that takes pencil and eraser easily. Scheduled to ship in August 2023.

MKG 338 \$22.99

GAME MASTERS TOOLBOX

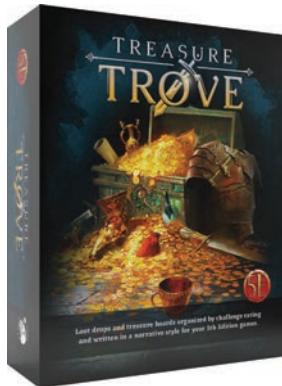
Scheduled to ship in July 2023.



OBJECTS OF INTRIGUE BOX SET

Quest starters, monster encounters, and exciting trinkets abound! Discover limitless possibilities for your 5th Edition games. This box set contains 5 tarot-sized card decks with 60-cards each, taking your adventuring party through environments including: Dungeon, Underground, Urban, Waterways, and Wilderland. Each card has 4 possible things to introduce to the adventure and inspire your story.

NRG 1082 \$50.00



TREASURE TROVE BOX SET

Loot drops and treasure hoards organized by challenge rating and written in a narrative style for your 5th Edition games. This box set contains 5 tarot-sized card decks with 60-cards each containing treasure appropriate for adventuring parties ranging in experience from just starting out to end game level characters.

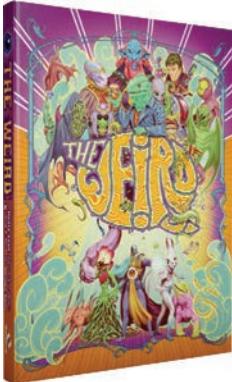
NRG 1084 \$50.00



OLD GODS OF APPALACHIA RPG: GM SCREEN

Scheduled to ship in August 2023.

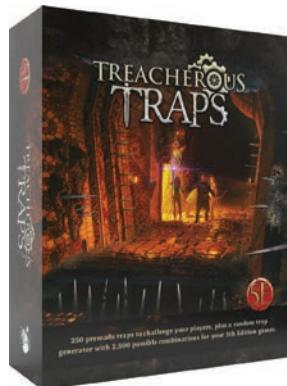
MKG 339 \$22.99



THE WEIRD RPG (HARDCOVER)

From interesting to surprising to over-the-top gonzo and even whimsical, these sorts of details fill your games with color and life. They engage the players, make encounters vivid and fun, and create moments your group will never forget! Literally thousands and thousands of amazing ideas for any game. All organized by topic and level of strangeness. D&D. Pathfinder. Call of Cthulhu. FATE. Savage Worlds. Cypher System. Did we mention it's perfect for players of any RPG? Scheduled to ship in September 2023.

MKG 353 \$54.99



TREACHEROUS TRAPS BOX SET

Treacherous Traps is an incredible resource for game masters looking to get more out of their dungeon design. This box set contains 5 tarot-sized card decks with 50-cards each containing pre-made traps ranging in challenge rating. A 6th deck contains 100-cards which can generate thousands of unique traps, quickly providing a random trap trigger and a random trap effect.

NRG 1083 \$50.00



WANDERING MONSTERS BOX SET

Monster encounters by environment rolled at random or based on challenge rating for your 5th Edition games. This box set contains 5 tarot-sized card decks with 60-cards each, taking your adventuring party through environments including: Dungeon, Underground, Urban, Waterways, and Wilderland. Each card has 3-5 possible monster encounters to drive the adventure forward and inspire your story.

NRG 1085 \$50.00

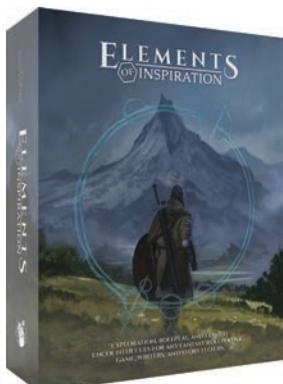


NORD GAMES

GAME MASTERS TOOLBOX: CRITICAL ROLLS BOX SET

Exciting and consequential outcomes for the dreaded 1s and epic 20s both in and out of combat for your 5th Edition games! This box set contains 5 tarot-sized card decks with 60-cards each featuring: Critical Hits for GMs, Critical Hits for Players, Critical Fails, Fates, and Fortunes. Scheduled to ship in July 2023.

NRG 1080 \$50.00



GAME MASTERS TOOLBOX: ELEMENTS OF INSPIRATION BOX SET

Set off for adventure with *Elements Of Inspiration*! The most expansive, detailed, and dynamic tool for fantasy roleplaying games and storytelling we've ever created. This 420-card box set contains 9 decks, each for a different environment. So no matter where the heroes go, there will be exciting events to experience. Decks within the *Elements Of Inspiration Box Set* are based on common and exotic environments found in fantasy adventure. Scheduled to ship in July 2023.

NRG 1081 \$50.00

NORTH STAR GAMES

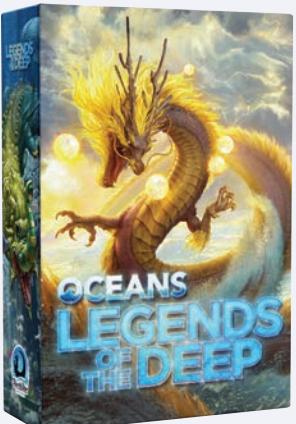


EILA AND SOMETHING SHINY

Eila and Something Shiny is a unique solo-game set in a mystical world, with a strong and interactive story-arc played through 5 chapters. During a player's turn, they make choices for the main character - Eila, and try to fulfill objectives for each chapter. In this immersive adventure, players may need to manage resources, solve puzzles, and make tough decisions. Player's decisions will also greatly alter the story line and ending, so each time you play through the chapters, the game is different! Scheduled to ship in August 2023.

NSG 900 \$64.99

SPOTLIGHT ON



EVOLUTION: OCEANS - LEGENDS OF THE DEEP EXPANSION

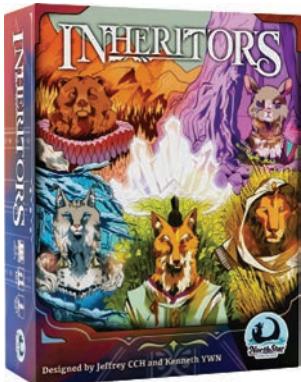
Legends of the Deep brings cultural legends, high fantasy, and mythologies from around the globe into the Oceans ecosystem. Oceans is a journey from the known world into the unknown, where you discover powerful traits that hardly seem possible in the realm of biology. With *Legends of the Deep*, you will discover things beyond the world of science! Scheduled to ship in November 2023.

NSG 533 \$24.99

INHERITORS

Inheritors is an open drafting, hand management card game for 2-4 players. Take the role of the inheritors of the King. Lead your talents and build your reputations among the noble clans of the Five Realms. Only the best candidate can win the crown and rule the land. Scheduled to ship in August 2023.

NSG 910 \$19.99



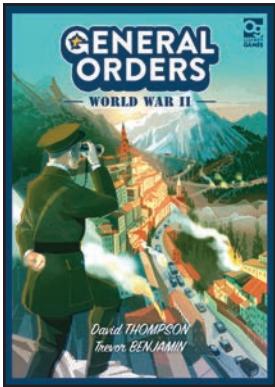
OSPREY GAMES



A WAR TRANSFORMED

A War Transformed is a skirmish wargame set in a world where World War I was utterly changed by forces far beyond human comprehension. Players command small forces of infantry, cavalry, artillery, and other... stranger... troops on the Doggerland Front. Fast-paced gameplay and a tense initiative bidding system are combined with authentic folk traditions and occult philosophies of the era - it is a game of rifle and relic, of bayonet and belief, of machine gun and magic. Scheduled to ship in October 2023.

OSF GAMUSS \$35.00



GENERAL ORDERS WORLD WAR II

General Orders: World War II pits competing commanders against each other in a tug of war for control over a crucial Second World War battlefield, either in the mountains of Italy or the islands of the Pacific. Players strive to seize crucial strategic assets that unlock special abilities, and prevent their opponents doing the same. Balance the desire to gain these advantages with the need to secure supply lines, ward off aerial assault and artillery barrages, and protect your vulnerable headquarters in this compact and elegant two-player game. Scheduled to ship in October 2023.

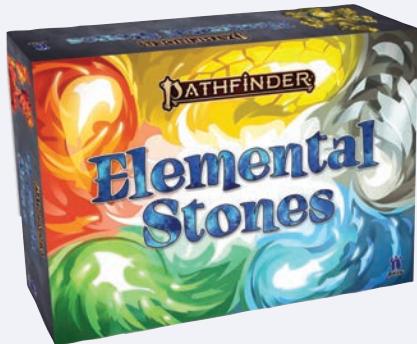


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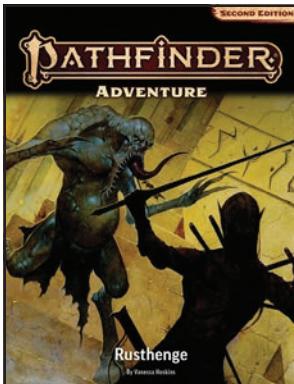
45

SPOTLIGHT ON

**PATHFINDER: ELEMENTAL STONES**

Take on the role of an elemental sovereign, shaping the very nature of reality in this fast-moving board game! 2 to 4 players take turns to draft and play colorful (and colorblind-friendly) hexagonal tiles to match specific patterns and meet their own secret objective. With several dozen pattern cards, variable objectives, and a game state that's constantly in flux, you'll never play the same way twice. Simple setup, easy-to-learn rules, and a short play time of around 30 minutes means there's always time for one more game... Scheduled to ship in October 2023.

PZO 5504 \$39.99

**PATHFINDER RPG: ADVENTURE - RUSTHENGE (P2)**

Rusthenge is a deluxe Pathfinder adventure for 1st-level characters. The ruins of Rusthenge have stood silent vigil over the southern coastline of Chakikoth Isle for eons, dating back to the era of the runelords of ancient Thassilon. The town of Iron Harbor was built in Rusthenge's shadow, but now that New Thassilon has risen from the depths of the distant past, the old ruins are coming under unexpected scrutiny. Something sinister is afoot in Rusthenge, and it falls to a brand new band of adventurers to learn the truth of the ancient evil that stirs deep within its long-abandoned halls! This adventure also includes new items and character backgrounds, as well as a pair of new

monsters tied to the region's notorious history. Scheduled to ship in October 2023.

PZO 9564 \$24.99

**PATHFINDER RPG: ADVENTURE PATH - SEASON OF GHOSTS PART 1 OF 4 - THE SUMMER THAT NEVER WAS (P2)**

The Summer that Never Was is a horror-themed Pathfinder adventure for four 1st-level characters. This adventure begins the *Season of Ghosts Adventure Path*, a four-part monthly campaign in which a group of adventurers fight to protect their home town from monsters and mysterious events that have isolated them from the rest of the world. Scheduled to ship in October 2023.

PZO 90196 \$26.99

**PATHFINDER RPG: FLIP-MAT - RUSTHENGE (P2)**

Bring your adventures near the town of Iron Harbor to life on your tabletop with this double-sided full-color Flip-Mat featuring two key encounter locations from the new introductory *Pathfinder Second Edition* adventure *Rusthenge* on either side! One side depicts a twisting coastline, while the other side shows the mysterious ruins of Rusthenge itself! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat: Rusthenge*, you'll be ready to introduce Pathfinder in style! Scheduled to ship in October 2023.

PZO 30132 \$16.99

FEATURED ITEM

**PATHFINDER RPG: GM CORE RULEBOOK (P2)**

This comprehensive 336-page hardcover rulebook gives Game Masters everything they need to craft thrilling tales of adventure, from a single-night's dungeon delve to complex epics spanning years. Within these pages you'll find clear guidelines for creating new hazards and monsters, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Pathfinder GM Core* also contains a dragon's hoard of magic items and treasure to entice and reward your players, from simple healing potions to magic weapons and armor and legendary artifacts, including dozens of brand-new items! *Pathfinder GM Core* is the second core rulebook for the fully remastered *Pathfinder Second Edition RPG*! Scheduled to ship in November 2023.

HARDCOVER

PZO 12002 \$59.99

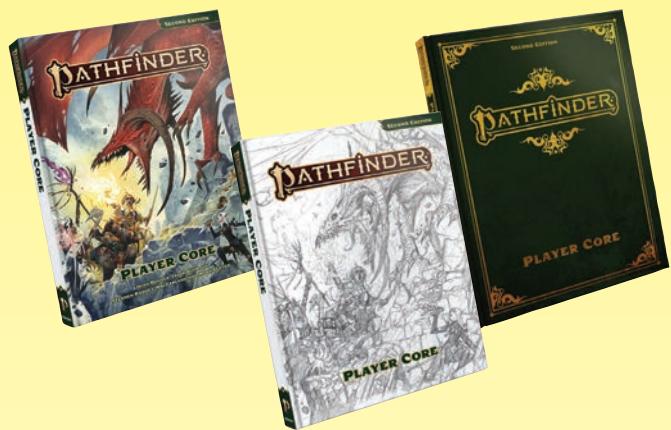
HARDCOVER (SKETCH COVER EDITION)

PZO 12002-SK \$59.99

HARDCOVER (SPECIAL EDITION)

PZO 12002-SE \$79.99

FEATURED ITEM

**PATHFINDER RPG: PLAYER CORE RULEBOOK (P2)**

The *Pathfinder Player Core* presents a new entry point to *Pathfinder Second Edition*, with everything a player needs to learn how to play the game! Choose from eight ancestries, eight complete character classes, and hundreds of feats and spells to make unique characters ready for deadly adventures in a world beset by magic and evil! This 464-page hardcover tome is the definitive rules resource for all *Pathfinder Second Edition* players! *Pathfinder Player Core* is the first core rulebook for the fully remastered *Pathfinder Second Edition RPG*! Scheduled to ship in November 2023.

HARDCOVER

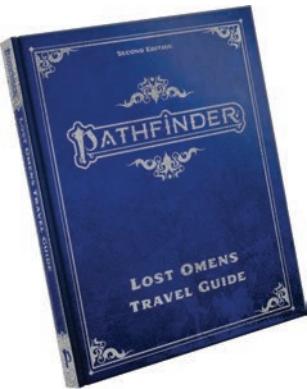
PZO 12001 \$59.99

HARDCOVER (SKETCH COVER EDITION)

PZO 12001-SK \$59.99

HARDCOVER (SPECIAL EDITION)

PZO 12001-SE \$79.99

**PATHFINDER RPG: LOST OMENS - TRAVEL GUIDE HARDCOVER (SPECIAL EDITION) (P2)**

See the scenic Inner Sea with the *Lost Omens Travel Guide*! This book is your companion to the culture, life, and sights of the Inner Sea, guiding you through a variety of topics of interest. With this book, you can learn about Inner Sea cuisine and art, experience the thrills of Inner Sea sports, and uncover the secrets of Inner Sea myths and magic. The *Travel Guide* features dozens of illustrations to show you the fine details of the latest fashion or put you into the center of one of the Inner Sea's greatest festivals. Come learn everything about the Inner Sea and prepare yourself for a journey through an unforgettable region with the *Lost Omens Travel Guide*! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in October 2023.

PNA 57810E \$29.95

PZO 9313-SE \$59.99

PEGASUS SPIELE**TRIQUETA**

Triqueta is a set collection game for 2-5 players. Over four rounds, players draft animal tokens, trying to form a set of three for each animal type. Three tokens of the same type form 'triqueta'. In each round, you and the other players draw animal tokens and place them in multiple rows. Find the perfect moment to grab your favorite row, or you might be stuck with one you do not want. At the end of the game, you score especially well for your triquetas. For more than three tokens of the same type, however, you will lose points instead... Scheduled to ship in October 2023.

PNA 57810E \$29.95

POKÉMON USA**POKÉMON TCG: SCARLET & VIOLET - OBSIDIAN FLAMES****SPOTLIGHT ON****SPOTLIGHT ON****BOOSTER DISPLAY (36)**

Raging Flames Forged in Darkness! Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the *Scarlet & Violet - Obsidian Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-86374 PI

SPOTLIGHT ON**BUILD & BATTLE STADIUM**

Build two decks with a friend - and then play right away! This *Pokémon TCG: Scarlet & Violet - Obsidian Flames Build & Battle Stadium* contains a massive set of cards, including two Build & Battle Boxes. Each Build & Battle Box contains four booster packs and a 40-card deck that includes an exclusive foil card. You can play these decks right out of the box or enhance them with cards from the booster packs. Get ready to face your opponents in the Build & Battle Stadium!

PUI 186-85397 PI

**CHECKLANE BLISTERS CARTON (16)**

Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the *Scarlet & Violet - Obsidian Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-85381 PI

SPOTLIGHT ON**STARFINDER RPG: STARFINDER ENHANCED HARDCOVER**

Enhance your Starfinder experience with this invaluable game resource covering all aspects of the Starfinder rules! From totally revised fundamentals like core classes and starship combat to brand-new systems for expanding the way you play, this invaluable 192-page hardcover rules resource offers fresh ideas while still blending with the existing system. With *Starfinder Enhanced* at hand, you'll be ready for the countless challenges of infinite space! Scheduled to ship in October 2023.

PZO 7122 \$44.99

SPOTLIGHT ON**BOOSTER BUNDLE CASE (25)**

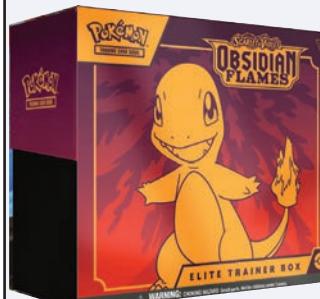
Raging Flames Forged in Darkness! Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the *Scarlet & Violet - Obsidian Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-86396 PI

BUILD & BATTLE BOX DISPLAY (10)

Raging Flames Forged in Darkness! Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the *Scarlet & Violet - Obsidian Flames* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-86396 PI

SPOTLIGHT ON**ELITE TRAINER BOX**

Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the *Scarlet & Violet - Obsidian Flames* expansion!

PUI 186-85391 PI

SPOTLIGHT ON



SLEEVED BOOSTER CASE (144)

Raging Flames Forged in Darkness! Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the Scarlet & Violet - Obsidian Flames expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-87375..... PI

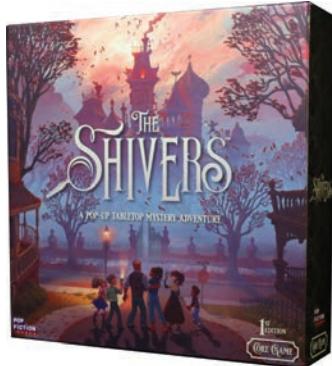


THREE-BOOSTER BLISTER CARTON (24)

Raging Flames Forged in Darkness! Red-hot embers illuminate the pitch-black night and sparks flare into an inferno as Charizard ex surges forth with newfound powers of darkness! The glittering Terastal phenomenon imbues some Pokémon ex like Tyranitar, Eiscue, and Vespiquen with different types than usual, while Dragonite ex and Greedent ex show mastery of their own inner strengths. Not to be outdone, Revavroom ex, Melmetal ex, and more Pokémon promise to change the course of battle in the Scarlet & Violet - Obsidian Flames expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 186-87378..... PI

POP FICTION GAMES



THE SHIVERS

A pop-up adventure where magic and mystery hide around every corner! One of you will be the Storyteller, guiding the events of the episode. The other players work together to solve puzzles, find clues, and defeat ghoulish foes to complete each adventure. Scheduled to ship in July 2023.

POP SHIV001 PI

PRIVATEER PRESS



MONSTERPOCALYPSE

Scheduled to ship in October 2023.

DOOMSDAY CRAWLER - NEUTRAL BUILDING

PIP 51209 PI

WARMACHINE MKIV

Scheduled to ship in October 2023.



BRINEBLOOD MARAUDERS ARMY EXPANSION

PIP 28002 \$129.99

Q-WORKSHOP



JAPANESE LEATHER DICE CUP

Scheduled to ship in September 2023.
QWS CJAP101 \$30.00

HARRY POTTER D6 DICE & POUCH SETS



GRYFFINDOR

QWS 190142-1A-D6B \$30.00



RAVENCLAW

QWS 190142-3A-D6B \$30.00



HUFFLEPUFF

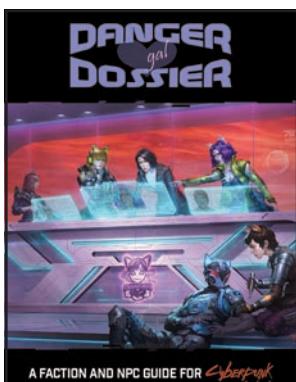
QWS 190142-4A-D6B \$30.00



SLYTHERIN

QWS 190142-2A-D6B \$30.00

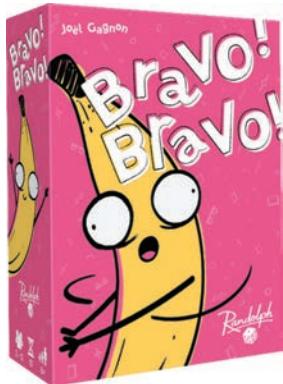
R. TALSORIAN GAMES

CYBERPUNK RED:
DANGER GAL DOSSIER

Night City holds millions of stories and the operatives of Danger Gal, the world's premier private detective and security Corp, know them all. Discover the factions and the people who make Night City come alive, in all its messy glory, and learn how to create your own NPCs to give the city your own shine. Lore and details on 17 factions in Night City, from individual Edgerunner Crews and Nomad Packs to NCPD and Megacorp Operatives. Stats and biographies on over 100 NPCs, ranging from newly inducted gang mooks to powerful cyberpsychos ready to rip up The Street. Scheduled to ship in July 2023.

RTG CR3071 \$40.00

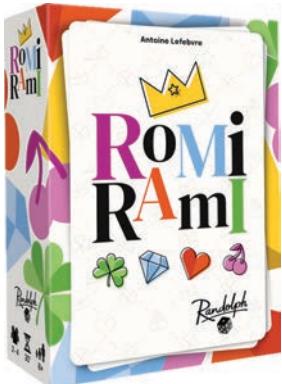
RANDOLPH



BRAVO BRAVO

Bravo! Bravo! is a party game where we all play together with one voice! Every time a card is flipped over, everyone has to say or do the same thing according to the revealed card. Hilarity and absurdity is guaranteed! Discover 10 roughly-sketched yet totally endearing characters who will accompany you: the Disco Ball, the Little Person, the Slime, the Banana, and many more! Watch out for the Confetti cards; they'll test your creativity by making you change the rules as the game goes on. Scheduled to ship in September 2023.

HBG RANBB01EN\$9.99



ROMI RAMI

Romi Rami is a game that feels like it's been around forever, with thousands of people quietly and gradually polishing it over time. Falling squarely in the family of 'Rummy' games, *Romi Rami* features a double market. The first one has number cards, and the second one has contracts to complete. The goal of the game: Make the most points by optimizing the combinations required by the contracts. Keep an eye on the trophies (they change from game to game) which will propel you to the top spot on the podium! Scheduled to ship in September 2023.

HBG RANRR01EN\$14.99

RESTORATION GAMES



UNMATCHED: SUN'S ORIGIN

Unmatched: Sun's Origin spotlights two heroes from the rich history of Japan. Oda Nobunaga was the daimyo of the Oda clan, renowned for unifying feudal Japan. He is a master tactician, making his honor guard even more dangerous (and just so happens to be a powerhouse in *Tales To Amaze*). Tomoe Gozen was a legendary onna-musha of the Minamoto clan. She strikes hard and fast, relentlessly pursuing her enemy across the battlefield. The set features stunning artwork by Yuta Onoda, with cultural consultation by Saigo. Scheduled to ship in October 2023.

REO 9312\$24.95

ROOKIE MAGE GAMES

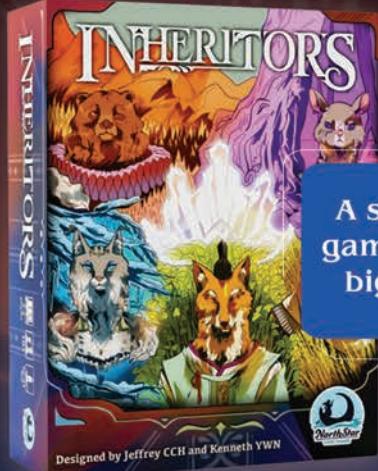


PORTAL POTTIES

The economy has taken a bad turn, and there are no jobs for wizards anymore. You make a tough decision and decide to get into the human waste removal business. Unfortunately, you are not the only wizard who had this idea. Last player with a portal potty not overflowing with human yogurt wins! Each player has three portal potties on their game board, one for each color of poop (brown, blue, and pink). Players will take turns using cards to teleport poops from their portal potties to the potties of the other players. Scheduled to ship in September 2023.

RMG PTP10\$19.99

INHERITORS



A small box card game that packs a big experience!

"The King is dead!"

As his Inheritors you must seek influence among the realms, spy on your competitors, and tip the courts in your favor to win your rightful place on the throne.



NorthStar
GAME STUDIO

NSG910 - MSRP \$19.99

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GAMES



**NEW RELEASE!**

ROLEPLAYING

GI JOE
ROLEPLAYING GAME COBRA CODEX SOURCEBOOK

- New character options for Cobra characters and Joes!
- New equipment, Influences, Origins, and Focuses!
- New resources for Gamemasters including "Pressure" – an original mission.

RGS01117

\$50



Q3 RELEASE

**NEW RELEASE!**

ROLEPLAYING

MY LITTLE PONY
ROLEPLAYING GAME IN A JAM ADVENTURE & GM SCREEN

- *In a Jam* adventure booklet for 1st level characters!
- 4-Panel, double-sided GM Screen!
- GM Screen includes reference tables and key rules to streamline play!

RGS01131

\$30



Q3 RELEASE

**NEW RELEASE!**

ROLEPLAYING

TRANSFORMERS
ROLEPLAYING GAME DECEPTICON DIRECTIVE SOURCEBOOK

- An entirely new Role—the Raider, who takes what they want by force.
- A multitude of character options, including new Influences, Origins, and Role Focuses.
- Decepticon locations, threats, and allies usable in any campaign.

RGS01115

\$45



Q3 RELEASE

**NEW RELEASE!**

STRATEGY

ROBO RALLY
WET & WILD EXPANSION

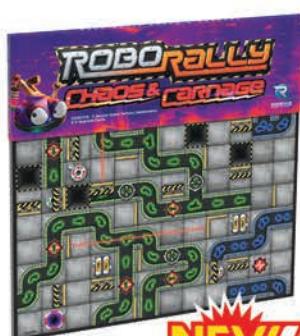
- New elements like water spaces, ledges and ramps, and crushers!
- 3 double-sided Factory Game Boards!
- 5 brand new Upgrade Cards!

RGS02588

\$20



AUGUST RELEASE

**NEW RELEASE!**

STRATEGY

ROBO RALLY
CHAOS & CARNAGE EXPANSION

- New elements like teleporters, randomizers, and crushers!
- 3 double-sided Factory Game Boards!
- 5 brand new Upgrade Cards!

RGS02589

\$20



AUGUST RELEASE

**NEW RELEASE!**

STRATEGY

CIRCADIANS
FIRST LIGHT EXPANSION: SPECIALISTS

- New Specialist Dice and Outposts.
- 2 additional Factions to Negotiate with - Oxitaya and Ahzuri!
- Additional rules and components for the solo mode.

RGS02577

\$35



Q4 RELEASE

**NEW RELEASE!**

STRATEGY

CIRCADIANS
CHAOS ORDER EXPANSION: HARBINGER

- Each Faction has 2 new leaders to choose from!
- New Cards: 12 Leader Cards, 6 Attribute Cards, 12 Tactics Cards!
- 2 New Production Tokens.

RGS02578

\$15



Q4 RELEASE

**RENEGADE**
GAME STUDIOS

WWW.RENEGADEGAMES.COM

**GAMES**

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**STRATEGY****POWER RANGERS
HEROES OF THE GRID S.P.D. RANGER PACK**

- Adding S.P.D. Rangers of Heroes of the Grid!
- 5 new Ranger figures, plus character cards & combat decks for each.
- 5 new Zord cards & 2 Megazord cards.

RGS02548

\$45



AVAILABLE NOW!

**STRATEGY****POWER RANGERS
HEROES OF THE GRID MERCILESS MINIONS PACK #2**

- Fight against Emperor Gruumm and Zeltrax's minions!
- Introduces two new Foot Soldier types for added replayability.
- Adds four new location boards.

RGS02549

\$55



AVAILABLE NOW!

**STRATEGY****POWER RANGERS
DECK BUILDING GAME CARD STORAGE BOX**

- Organize your entire Power Rangers Deck-Building Game collection.
- 10 cards and rulebook for solo play!
- Defend or conquer the world on your own!!

RGS02607

\$30



Q4 RELEASE

**ROLEPLAYING****VAMPIRE: THE MASQUERADE
5TH EDITION ROLEPLAYING GAME
DISCIPLINE AND BLOOD MAGIC CARDS**

- Have the text of your character's disciplines at your fingertips!
- Contains all Discipline powers from both Vampire: The Masquerade and the Vampire Player's Guide.
- Contains all the Oblivion powers and Oblivion Ceremonies.

RGS02604

\$25



Q4 RELEASE

**STRATEGY****MY LITTLE PONY
DECK BUILDING GAME COLLISION COURSE EXPANSION**

- Transformers find themselves in Equestria!
- The Mane Six (and Spike!) team up with the Autobots as two in one character cards!
- The Decepticons are teaming up with nefarious Pony Villains!

RGS02608

\$30



Q3 RELEASE

**STRATEGY****EX LIBRIS
SECOND EDITION**

- Includes a Solo Mode!
- Worker placement with Special Assistants in an ever changing board of unique locations.
- Updated graphic design, meeples, first player marker, cards, boards, and box.

RGS00577

\$45



Q4 RELEASE

**STRATEGY****EX LIBRIS
EXPANDED ARCHIVES EXPANSION**

- Compatible with original 2017 printing and new revised 2023 printing.
- Adds new Special Assistants and a new way to use them!
- 5th Player components!

RGS02620

\$30



Q4 RELEASE

WWW.RENEGADEGAMES.COM**RENEGADE
GAME STUDIOS**

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SCORPION MASQUE



SKY TEAM

Sky Team is a co-operative limited-communication game, exclusively for two players, in which you play a pilot and co-pilot at the controls of an airliner. Your goal is to work together as a team to land your airplane in different airports around the world. To land your plane, you need to silently assign your dice to the correct spaces in your cockpit to balance the axis of your plane, control its speed, deploy the flaps, extend the landing gear, contact the control tower to clear your path, and even have a little coffee to improve your concentration enough to change the value of your dice. Scheduled to ship in October 2023.

HBG SMSKT01EN \$29.99



GM SCREEN

SFL DS-RPG029 \$29.95

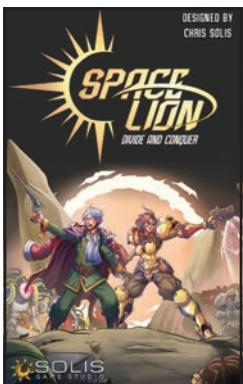
SIRIUS DICE



RPG DICE SET (7): SHARP MIDNIGHT

SDZ 0014-04 \$40.00

SOLIS GAME STUDIO



SPACE LION: DIVIDE AND CONQUER

In Space Lion, you are managing an army of 7 cards. Each round, you will decide where to deploy cards to battle. Use your battle effects with careful timing to win the battle in as many lanes as possible. You can't win them all! The player with the highest Strength in a lane wins, causing damage to the towers or bases of other players connected to that lane. Destroy all enemy bases to win! Scheduled to ship in October 2023.

SGS 600 \$39.95

STEAMFORGED GAMES

DARK SOULS RPG

SPOTLIGHT ON



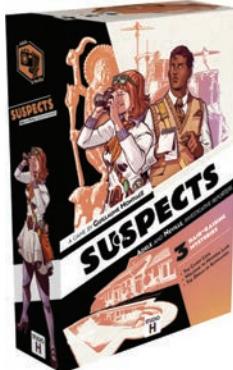
THE TOME OF STRANGE BEINGS

Add new chapters to your Dark Souls story with the Tome of Strange Beings – a compendium of terrifying monsters and iconic bosses from the Dark Souls universe! This ancient tome, plucked from the dusty shelves of the Duke's Archives, expands on the bestiary from Dark Souls: The Roleplaying Game's core book. Discover profiles for over 80 unique monsters and bosses from various ages within these 120 pages, providing a stern test for your roleplaying adventures. Those looking for the ultimate challenge can do battle against legendary foes from throughout the ages – including Ornstein and Smough, and Lord Gwyn himself!

SFL DS-RPG022 \$29.95



STUDIO H



SUSPECTS: ADELE & NEVILLE

In Suspects: Adele and Neville, Investigative Reporters, the third chapter of the Suspects line, players embody Adele and Neville, a pair of investigative reporters tasked with solving intriguing murder mysteries. Scheduled to ship in September 2023.

HBG STSU03EN \$29.99

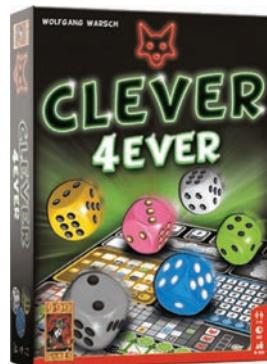


SKULL & DRAGON DICE GAME

A quick push-your-luck dice game! Every roll gets harder, but good choices let you limit your risk. You'll be surprised at what just two dice can do! The two dice, and the tiny rulesheet, can ride in your pocket or backpack for Emergency Game Supplies for two or more players! You'll need paper and a pencil to keep score. Scheduled to ship in October 2023.

SJG 131358 \$4.95

STRONGHOLD GAMES



CLEVER 4EVER

Your goal: Choose dice, then place the numbers into the matching colored area, put together tricky chain-scoring opportunities, and rack up the points. The dice you don't use are as important as what you do because every die that's smaller than the chosen one can be used by the other players, keeping everyone in the game at all times.

SHG C4EV1 \$24.99

TREASURE FALLS GAMES



THE QUEST KIDS

The Quest Kids is a new-fantasy themed board game adventure for children 5 years old and up. In the game players control up to four of the Quest Kids (a brave team of young heroes) as they explore the magical Folk's Cave. During their adventure the team will find treasure, scare away monsters, complete quests and discover magical items, all while helping their fellow Quest Kids out along the way. The Quest Kid with the most stars at the end of the adventure is victorious!

TFG 01000 \$49.99



THE QUEST KIDS: THE BIG BADS OF TOLK'S CAVE EXPANSION

This expansion introduces a new Quest Kid hero (Flint the Dragon), player specific dice, unique items, story-driven event cards, epic boss battles and more.

TFG 01003 \$39.99



GAMES

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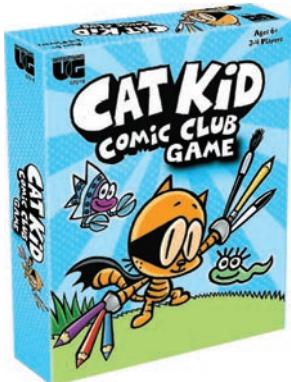


THE QUEST KIDS: THE TRIALS OF TOLK THE WISE EXPANSION

In *The Trials of Tolk the Wise* a mysterious note found at the bottom of an ancient treasure chest sends The Quest Kids on an exciting adventure inside the magical cave of Tolk the Wise.

TFG 01002.....\$19.99

UNIVERSITY GAMES



CAT KID: COMIC CLUB GAME

From the creator of Dog man comes the *Cat Kid Creativity Game*. Kids will battle to show-off their best story-telling and drawing skills. Will you create the funniest, grossest, weirdest or craziest comic to win the prize? Scheduled to ship in August 2023.

UNI 7016.....\$17.00

ULTRA PRO INTERNATIONAL

POKÉMON TCG: ELITE SERIES - CHARIZARD

Scheduled to ship in October 2023.



9-POCKET ZIPPERED PRO BINDER

UPI 16161.....PI



12-POCKET ZIPPERED PRO BINDER

UPI 16162.....PI



CHARIZARD ALCOVE FLIP

UPI 16164.....PI

PATHFINDER

STARFINDER

PATHFINDER GOBLIN FIREWORK FIGHT

Pathfinder Goblin Firework Fight is a quick party game of theft and mayhem featuring the world-famous Pathfinder goblins!

PZ05503 MSRP \$39.99

STARFINDER BEGINNER BOX

Launch into an exciting universe of science fantasy adventure! Create and customize your futuristic hero to play through challenging adventures.

PZ07110 MSRP \$29.99

PATHFINDER: ELEMENTAL STONES

Take on the role of an elemental sovereign, shaping the very nature of reality in this fast-moving board game for 2 to 4 players!

PZ05504 MSRP \$39.99

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ATTACK OF THE FLEAS GAME

The Fleas (Fuzzy Little Evil Animal Squad) are at it again. Crunkly, Bub, and Piggy plan to take over the world with their Robo-Brontosaurus. Fortunately, the Supa Buddies are ready to jump into action. The Bark Night, Cat Kid, Lightning Dude, along with Petey, the Chief and Sarah Hatoff, need to use the right tools to foil the Fleas. Using the Shrink Ray, Invisible Spray, the helicopter, and more, everyone works together to stop the villainous villains!

UNI 7010.....\$22.00



THE HOT DOG GAME

Based off of the *Dog Man* illustrated children's books by Dav Pilkey, this fast-paced card grabbing game sees players race to collect the most Hot Dog cards before their opponents. 64 cards (52 Hot Dogs, 6 Dog Man, and 6 Petey cards) are laid out face down spread across the table so that no cards are touching. Players take turns turning over a single card face up. If a Hot Dog card is turned over, nothing happens. If a Petey Card is turned over, all face up Hot Dog cards are turned face down. If a Dog Man card is turned over, players race to collect all face up Hot Dog cards on the table.

UNI 7011.....\$14.00



PUZZLES (100 PIECE)

This *Dog Man* 100-piece jigsaw puzzle features dynamic images straight from the #1 New York Times Bestselling series.

#1 UNI 33852.....\$11.00

#2 UNI 33849.....\$11.00

MURDER MYSTERY PARTY: CASE FILES

Scheduled to ship in August 2023.



DEATH BY CHEF'S KNIFE

Solve a murder mystery with friends. Open the *Death by Chef's Knife* Case File to start the crime scene investigation. Famed chef Lorenzo Ritelli has been murdered in his own New York restaurant. The hunt is on to find a killer and it's up to you to solve this culinary mystery. This Case File includes all the evidence you need to solve the murder. Review every clue and piece of evidence in this unsolved mystery case file.

UNI 33283.....\$25.00



DEATH IN ANTARCTICA

A murder has been committed on the South Pole station Aquilo. The alleged perpetrator was quickly identified and the evidence was also sufficient for the court to sentence him to death. Only a coincidence saved him from execution for the time being. His family, however, does not believe in his guilt and asks you to reopen the case. There are many hints available in the box that you can examine directly.

UNI 33282.....\$25.00



FIRE IN ALDERSTEIN

The game is a detective game where you get set of evidences and need to decide who is the criminal. You get set physical objects in combination with digital parts and use them for investigation. At the end of the process players need to enter the name of the criminal and it will be validated if it's correct. It's also possible to get hints which will help finding the right solution. Game can be played in a cooperative mode as well as in a competition mode - players can split into teams and compete who is finding the criminal first.

UNI 33281.....\$25.00



KILLER STARTUP

Startup Founder Dan Killian has been murdered. He fell 12 stories to his death, from the building where he had started his first company. As a Detective First Class and a new hire with the Seattle police department, you have been assigned to work on the Killer Startup case. In this case file is all the evidence to help prove who committed the murder.

UNI 33287.....\$25.00



MURDER NOIR

Director Sven Laragaard is famous for his detailed pranks and hi-jinks on set. During the filming of his latest project, entitled *Murder Noir*, Sven is found dead with a fake gunshot wound. Was his death a coincidence to his latest prank, or was he murdered? In this file is all the evidence in the case to help prove if someone committed a murder.

UNI 33286.....\$25.00



MILE HIGH MURDER

Solve a murder mystery with friends. Open the *Mile-High Murder* Case File to start the crime scene investigation. Marisa Hightower was murdered on an overnight transatlantic flight from San Francisco to London. The hunt is on to find a killer and it's up to you to solve this mile-high murder. This Case File includes all the evidence you need to solve the murder. Review every clue and piece of evidence in this unsolved mystery case file.

UNI 33284.....\$25.00



THE NIGHT HUNTER GAME

Play as an agent hired by The Bureau as you explore over 100 unique pieces of evidence to learn about The Night Hunter's past and stop another murder from happening in the present.

UNI 33356.....\$40.00



UNDERWOOD CELLAR

In the *Murder Mystery Party* Case File - *Underwood Cellars*, players work to solve a murder using the case file and evidence provided. It's been 30 years since famed winemaker Cary Underwood disappeared. Due to a recent earthquake, his body has been discovered, along with more clues to crack this case. Work alone or with others to identify the killer's motive, means and opportunity to commit the murder.

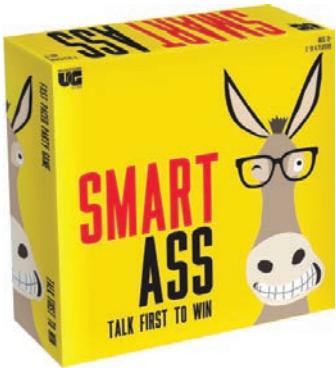
UNI 33280.....\$25.00



MISSION BLACK HAWK

Agent Usher has disappeared and we fear has been taken out. Usher suspected high-ranking officials in MI6 of collaborating with the Zipacna cartel. New intelligence suggests that an unprecedented cyberattack is being planned by the cartel and the operation is happening now. Your mission is to break into the Cartel's house bank and steal the funds meant for the cyberattack. Mobilize field agents to prevent the attack in real time.

UNI 33296.....\$25.00



SMART ASS: THE BOARD GAME

Smart Ass the board game is the ultimate fun trivia game for 2 to 12 players, where everybody plays every turn, the game doesn't labor on for hours, and even if you are a "Dumb Ass", you can win! Smart Ass is an all play game. With every question asked, every player can yell out the answer at any time and as soon as they think they know the answer. There are four question categories: Who am I? Where am I? What am I? and Hard Ass! The 500 questions are formulated into lots of clues. Scheduled to ship in August 2023.

UNI 1359.....\$27.00

USAOPOLY



CHECKERS: TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS

Halloween Town's Pumpkin King faces off with Oogie Boogie in this festive twist on the classic two-player strategy game! Leave the capturing to Jack Skellington and Oogie Boogie as you jump, collect, and "King" your custom game pieces across the red and black checkerboard. Scheduled to ship in July 2023.

UNO CK004-261.....PI



DICE SET: D6 DISNEY 100TH ANNIVERSARY PREMIUM (6)

Take 100 Years of Wonder to your next game night with the Disney 100 Anniversary Premium Dice Set! This commemorative, custom zinc 6-sided dice set features the iconic Mickey Mouse head and classic pips, all stored in a hexagonal tin carrying case embossed with the Disney 100 logo and Mickey Mouse head on the lid and bottom. Scheduled to ship in July 2023.

UNO AC004-000.....PI

CLUE: DIARY OF A WIMPY KID

USAopoly products must be sold in your brick & mortar store, or through a website you own. USAopoly products cannot be sold on Amazon, or any other third party website. Scheduled to ship in July 2023.

UNO CL165-842.....PI

MONOPOLY: NATIONAL LAMPOON'S CHRISTMAS VACATION

Relive the chaos of your favorite Christmas comedy with the ultimate game for fans of the Griswolds! Monopoly: National Lampoon's Christmas Vacation lets players buy, sell, and trade locations from the hilarious holiday classic, such as Clark's Lighting Display, Griswold Family Christmas Tree Site, and more. Travel the board with custom movie-inspired tokens including a dry turkey, chainsaw, or squirrel to set up Decorations and Christmas Spirit. Dodge costly Chemical Toilet Storm Drain and Jelly of the Month payments and be the last player with Griswold Bucks to win! Scheduled to ship in July 2023.

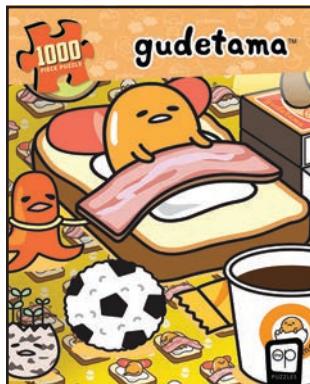
UNO MN010-824.....PI

PUZZLE (1000PCS)

Scheduled to ship in July 2023.

DRAGON BALL Z - Z FIGHTERS

UNO PZ113-852.....PI



GUDETAMA - WORK FROM BED 1000PCS

UNO PZ075-836.....PI



HELLO KITTY & FRIENDS - TROPICAL TIMES 1000PCS

UNO PZ075-834.....PI

UNSTABLE GAMES™

HAPPY LITTLE DINOSAURS
SMILE, IT'S ALMOST OVER.

HERE TO SLAY

UNSTABLE UNICORNS
BUILD A UNICORN ARMY. ACTIVATE YOUR FRIENDS. ENHANCE YOUR FRIENDS.

CASTING SHADOWS

TIC TAC K.O.
CUTE VS. EVIL

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GAMES



THE WITCHER - SKELLIGE 1000PCS
USO PZ159-813 PI

TAPPLE 10

Tapple 10 offers 10 unique games that are challenging and fun for the whole family. Categories engage players of all ages and comes packed in a portable box with sand timer for fast word fun on-the-go. The included instruction booklet describes how to play each game, and the recommended number of players & difficulty level of each game. Scheduled to ship in July 2023.

USO TL097-444 PI

**TRIVIAL PURSUIT: SCHITT'S CREEK**

Embrace joy for once and relive the Rose Family's best and worst moments with *Trivial Pursuit: Schitt's Creek!* Flaunt your knowledge of the Emmy Award-winning comedy's characters, quotes, locations, and more with 600 questions from six categories: Love That Journey For Me, Townsfolk, The Roses, Who Said What, Fast Forward to Success, and Where Everyone Fits In. Answer correctly to claim the card and be the first with six to win! Portable wedge case makes this quick-play game easy to pack for last-minute moves and motel room entertainment. Scheduled to ship in July 2023.

USO TP146-748 PI

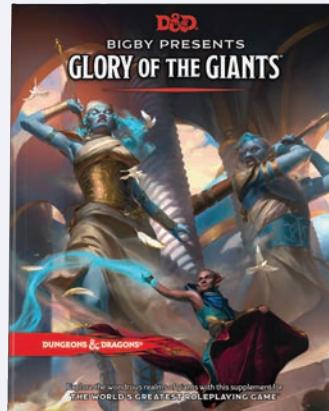
**WEIRD CITY GAMES****LEAF**

In the game *Leaf*, players embody the wind by guiding leaves to the forest floor and connecting them to the ones that have already fallen. Each leaf you touch will grant you actions to create a thriving forest. Attract woodland animals, grow mushrooms, lead helpful squirrels up the great tree, and gain additional leaf cards and sun tokens by strategically placing leaves. The player who contributes most to the health of the forest wins! Scheduled to ship in October 2023.

WCG 021 \$40.00



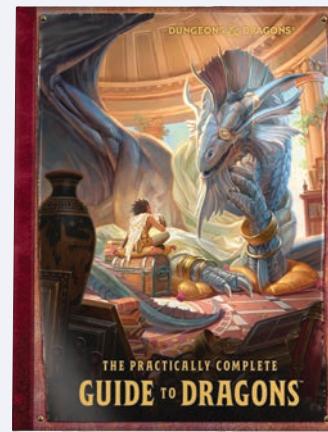
LEAF: SEASON OF THE BEAR EXPANSION
Scheduled to ship in October 2023.
WCG 025 \$15.00

**WIZARDS OF THE COAST****SPOTLIGHT ON****DUNGEONS & DRAGONS RPG: BIGBY PRESENTS - GLORY OF THE GIANTS**

Bigby the Great recounts his journeys into the history, myth, and society of giants in this guide to their realms in the worlds of D&D. Players will find a wealth of giant-themed character options: a subclass for barbarians, two backgrounds related to giants and their runic magic, and feat options that evoke the strength and primal magic of the giants. Dungeon Masters will gain inspiration for bringing giants to life, from maps of giant-built sites and big new monsters to tremendous treasures and intriguing trinkets in a giant's bag!

ALTERNATE HARDCOVER W

OC D24320000 \$59.95
HARDCOVER
WOC D24310000 \$59.95

SPOTLIGHT ON**DUNGEONS & DRAGONS RPG: PRACTICALLY COMPLETE GUIDE TO DRAGONS HARDCOVER**

Extraordinary wizard Sindri Suncatcher shares his personal notebooks to divulge his knowledge of these magnificent creatures, from the life cycle of a kind copper dragon to the best way to counteract a red dragon's fiery breath. With tips on everything from fighting dragons to riding them, *The Practically Complete Guide to Dragons* offers abundant insight into the most awe-inspiring creatures in all the worlds.

WOC D26400000 \$39.95

WIZKIDS/NECA**CRITICAL ROLE UNPAINTED MINIATURES**

Scheduled to ship in November 2023.



COBALT GOLEM
WZK 90660 \$14.99



HALAS FLESH GOLEM
WZK 90662 \$14.99



LUCIEN TAVELLE & CREE DEEPROOTS
WZK 90663 \$4.99



PERCIVAL & CASSANDRA DE ROLO
WZK 90664 \$4.99



NAGA ABOMINATION
WZK 90661 \$8.99



XHORHASIAN MAGE & XHORHASIAN PROWLER
WZK 90665 \$4.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: 3" VINYL MINI - MONSTER SERIES 2: D&D 1E DISPLAY BY KIDROBOT (24)

From the rich lore of *Dungeons & Dragons*, these 3-inch vinyl figures feature famous monsters from the 1st edition of *Dungeons & Dragons* made miniature! They're blind boxed to maintain rarity and collectability. Which will you get? Roll for initiative and find out! Scheduled to ship in February 2024
WZK KR68322 PI

DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS MINIATURES

Scheduled to ship in November 2023.



ANIMATED ACID BREATH
WZK 90682 \$8.99



ANIMATED FIRE BREATH
WZK 90681 \$8.99

ENCHANTED PLUMES™

Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play 30-50 minutes

Ages 8+

2-6 players

www.CalliopeGames.com

**AZER WARRIORS**
WZK 90675 \$4.99**ETTERCAPS**
WZK 90680 \$4.99**CARRIONETTES**
WZK 90678 \$4.99**DRACONIAN MAGE & FOOT SOLDIER**
WZK 90683 \$8.99**DRAEGLOTH**
WZK 90679 \$8.99**ELF WIZARDS**
WZK 90672 \$4.99**FLAIL SNAIL**
WZK 90676 \$14.99**HUMAN RANGERS**
WZK 90669 \$4.99**INTELLECT DEVOURERS**
WZK 90685 \$4.99**LOUP GAROU**
WZK 90674 \$8.99**REBORN PALADIN & REBORN WARLOCK**
WZK 90673 \$4.99**TIEFLING WARLOCKS**
WZK 90670 \$4.99**TLINCALLI**
WZK 90677 \$8.99**DC HEROCLIX**

Scheduled to ship in November 2023.

**BAG OF STARROPHITES**These figures share an iconic Starrophite look but with simple, beginner-friendly, common-level gameplay that is perfect for any new *HeroClix* player's origin story.

WZK 84065 PI

SPOTLIGHT ON**STARTER SET 2024**Suit up and take the first step on your heroic adventure with the *DC HeroClix: Starter Set 2024*! There is no better place to start your *HeroClix* journey! This starter set features four detailed, ready-to-play, pre-painted figures of some of the most popular DC Characters: Batman, Wonder Woman, Superman and Harley Quinn! Each character comes with two different levels of gameplay to guide players through their first few matches as their team becomes more powerful. With multiple gameplay scenarios, enjoy hours of action-packed excitement as you battle across your tabletop! !

WZK 84042 \$39.99

MARVEL HEROCLIX

Scheduled to ship in November 2023.

**BAG OF SPIDER-MEN**WizKids has a great way for you to engage new and returning *HeroClix* players in your store! Give them this all-new promotional Spider-Man from the *Marvel HeroClix: Bag of Spider-Men*! These figures share an iconic Spider-Man look but with simple, beginner-friendly, common-level gameplay that is perfect for any new *HeroClix* player's origin story.

WZK 84905 PI

**SPOTLIGHT ON****STARTER SET 2024**

Suit up and take the first step on your heroic adventure with the *Marvel HeroClix: Starter Set 2024*! There is no better place to start your *HeroClix* journey! This set features four detailed, ready-to-play figures of some of the most popular Marvel heroes: Iron Man, Captain Marvel, Spider-Man and Black Panther! Each character comes with two different levels of gameplay to guide players through their first few matches as their heroes become more powerful. With multiple gameplay scenarios, enjoy hours of action-packed excitement as you battle across your tabletop!

WZK 84917\$39.99

SPOTLIGHT ON**WHEELS OF VENGEANCE BOOSTER BRICK**

Experience the Spirit of Vengeance like never before in this bone-chilling *HeroClix* set! You don't need Ghost Rider's Penance Stare to see the awesomeness Wheels of Vengeance brings to *HeroClix*. Each booster contains 3 standard figures and 1 oversized figure on an extended *HeroClix* base. Some players will find Elektra or Johnny Blaze on a motorcycle in their booster, but if you're lucky you might find Slepniir or the Headless Horseman! Legacy Cards return to bring some of the spookiest *HeroClix* of all time back to the tabletop!

WZK 84873\$169.90

WHEELS OF VENGEANCE DICE AND TOKEN PACK

HeroClix Dice and Token Packs contain 2 custom dice featuring a special logo to match the set, and 6 action tokens featuring rubber-burning riders like Johnny Blaze, Robbie Reyes, and Danny Ketch! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their *Marvel HeroClix: Wheels of Vengeance* collection. Dice and Token Packs are a great way to enhance your *HeroClix* experience!

WZK 84878\$14.99



Hive Mind

designed by
RICHARD GARFIELDTHE GAME
OF THINKING
ALIKE!**A party game with no wrong answer!**

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!

www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players



WHEELS OF VENGEANCE PLAY AT HOME KIT

The crackle of flames, the rattle of chains, the revving of an engine - it's the unmistakable sound of Ghost Rider! Experience the Spirit of Vengeance like never before in this bone-chilling *HeroClix* set! With a clear window to show off the character inside, players know exactly what hero they are getting when they pick up the Ghost Rider Play at Home Kit! WZK 84875 \$19.99

SPOTLIGHT ON



PATHFINDER BATTLES: SET 24 FEARSOME FORCES BATTLE BOX (12)

Marshal your armies with the new *Pathfinder Battles: Fearsome Forces* miniatures set! Plague your players with packs of murderous khulos, swarms of undead, and crowds of venomous serpenfolk. This set has what you need to assemble groups of monstrous foes to face the heroes and adventurers of your tabletop game! Collect all 18 figures from this set of randomly sorted monsters and characters in our exciting line of *Pathfinder* miniatures. Scheduled to ship in October 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WZK 97560 \$83.88

PATHFINDER DEEP CUTS MINIATURES

Scheduled to ship in November 2023.



MAGMA SCORPION

WZK 90687 \$8.99

PLAQUE ZOMBIE & SKELETAL CHAMPION

WZK 90445 \$4.99



URDEFHAN LASHER & DEATH SCOUT

WZK 90686 \$4.99

WIZKIDS DEEP CUTS

Scheduled to ship in November 2023.



DOG COMPANIONS

WZK 90690 \$4.99



GIANT FROGS

WZK 90689 \$4.99



WOOD GIANT

WZK 90688 \$8.99

WYRD MINIATURES

MALIFAUXTM 3RD EDITION

Scheduled to ship in August 2023.



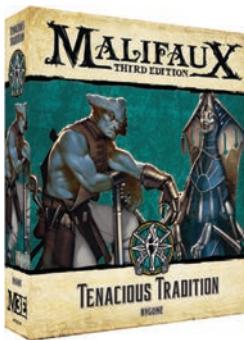
MALIFAUXTM 3RD EDITION

Scheduled to ship in August 2023.



FORGE A NEW PATH

WYR 23826 \$42.50



TENACIOUS TRADITION

WYR 23530 \$25.00

STARFINDER DEEP CUTS MINIATURES

Scheduled to ship in November 2023.



YSOKI MECHANIC

WZK 90450 \$4.99



TIRI CORE BOX

WYR 23827 \$52.50

HIGHLANDER

A CINEMATIC ADVENTURE

evil genius
PRODUCTIONS

EVERYDAY HEROES RPG: HIGHLANDER CINEMATIC ADVENTURE

EVL 06000 \$24.99 | Available August 2023!

Filled with epic sword battles as dramatic heroes and villains fight for ultimate power across the centuries, the *Highlander* franchise attracts a dedicated fan base who are enthusiastic about its immersive setting. The movie's memorable hero, Connor MacLeod, discovers his own immortal nature and all the heartbreak that comes with it — exile, loneliness, and loss — but he never loses his humanity or his drive to defeat the powerful and deadly villain, The Kurgan. Now, you can join the eternal fight, attend The Gathering, and vie for the Prize in *Highlander: A Cinematic Adventure*, the latest officially licensed, action-film-based tabletop roleplaying game by Evil Genius Games.

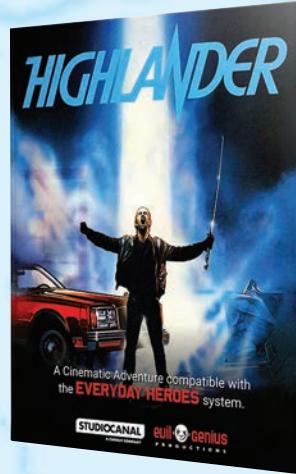
Based on the iconic action movie released in 1986, *Highlander: A Cinematic Adventure* expands on the film's complex urban fantasy setting to provide a rich gaming experience that draws on history and the contemporary era. The mysterious immortals and their quest to win the ultimate Prize retains all its fascinating magic for fans of the film. And while the game highlights what made the original movie so popular, its design is flexible enough to allow players to get creative and build on the setting with their favorite *Highlander* lore.



MYSTICAL SWORDS, MYSTERIES TO SOLVE, AND HISTORIC CONFRONTATIONS AWAITS YOU

The game's rulebook features a thrilling full campaign, *A Measure of Revenge*, to get your team started. The adventure begins at the Siege of Orleans, France, in 1429 as players fight alongside Jeanne d'Arc until they are betrayed by Yago, a compatriot turned traitor. Leaving Yago for dead, the action moves to the modern day, where valuable museum artifacts connected to Jeanne begin to go missing — and the players are framed for the thievery. You and your team must survive dangerous swordplay, track down the thief, and clear your names, while unravelling the mystery of what happened back in 1429 once and for all.

Highlander: A Cinematic Adventure showcases three cool new character classes built on the *Everyday Heroes* motif: Brutal Warrior (a Strong hero), Graceful Warrior (an Agile hero), and the Strategist (a Smart hero). Like the Kurgan in the film, the Brutal Warrior has a relentless style of melee combat that wears opponents down. Graceful Warriors are skilled at putting their opponents at disadvantage and giving themselves advantage. The savvy Strategist blends fighting skills with intelligence for creating strategic battle plans.



a member of the Clan MacLeod.

CREATE THE RIGHT BALANCE OF TENSION FOR ANY TEAM

Because immortality and weapon skills are complex factors affecting both characters and campaigns, *The Highlander* rulebook contains guidance to help gamers determine their proficiencies with different technologies, equipment and weapons that might come into play. You'll also find handy information on different historical eras, from Stone Age to Modern Age, as well as different types of swords and armor. Plus, immortals can execute unique, thrilling feats that no mortal ever could — feeling what others are feeling, calling on centuries of experience for just the right skills at the right time, surviving without breathing if needed, and more.

Like the film it's based on, *Highlander: A Cinematic Adventure* embraces elements of danger, dark humor, tragic loss, betrayal, heartbreak — and of course, the threat of violence and decapitation. Players and game masters can expect campaigns to involve violent attacks, injuries and death — often after grueling one-on-one sword battles. To accommodate players who want the option to reduce the intensity of the game play, *Highlander*'s core rulebook includes a helpful Fade to Black Tool that allows various scenarios to take place off-screen. This makes it easier for everyone to find a safe place at the game table.

PLAYING IN THE EVERYDAY HEROES WORLD

As with other games in this series from Evil Genius Games, *Highlander: A Cinematic Adventures* is designed to run on the *Everyday Heroes* core rulebook, which blends tabletop gaming with action films and modern settings. The game offers endless campaign possibilities, allowing teams to play in this exciting world again and again.

Epic sword battles await as you protect humanity and explore immortal adventures across the ages in *Highlander: A Cinematic Adventure* from Evil Genius Games.

•••

TESTING THE WATERS



RIVERS OF LONDON RPG

CHA 3200-H \$59.99 | Available Now!

The River Thames has existed, in one form or another, for a very long time — something in the region of 58 million years! Its present course is much younger — only around 450,000 years or so. It rises in the Cotswolds, scene of many a cosy murder mystery series, then meanders its way east through Oxford, Henley, and Windsor, before flowing through London and on to the North Sea via the Thames Estuary. Over 200 miles in length — just how long depends on where you measure from and to — it is the longest river running entirely in England. The Thames is tidal below Teddington Lock, which forms an important boundary in Ben Aaronovitch's urban fantasy novel, *Rivers of London* (formerly *Midnight Riot* in the US).

The river's name is also ancient, although scholars argue as to its exact origins. In Brittonic, Tamesas, Latinised to Tamesis, which twisted and morphed its way down through the centuries to the name it carries today. The name's meaning is equally obscure: some claim that it means "dark," others, "wide water." And in Oxford, just to confuse matters, it's known as the River Isis instead.

As you might expect for such an ancient waterway, there has been human activity along its banks for a very long time, at least as far back as the Neolithic period. Humans shaped the river to suit their needs, transforming what was once a stream-fed marsh in the area of Central London into the river that flows there today. The Romans, the Vikings, the Normans, and the Victorians all left their imprint on the river and the settlements along its banks. Over time, the Thames became a major maritime route, linking the city to the wider world and enriching its coffers.



Water is more than just a physical object, though. In folklore, it is home to a wide array of spirits and sprites, gods and goddesses, which humans have worshipped and placated for millennia. Londoners were — are — no different. At Seven Springs, where one of the Thames' sources rises, there is a Roman inscription that mentions Father Thames by name, although no one knows how old his worship is. He was often depicted in cartoon form in the Victoria era in association with the Great Stink of the 1850s, caused by the



dumping of ever-increasing amounts of raw sewage straight into his waters. According to *Rivers of London*, this pungent environmental disaster is what drove Father Thames out of Central London and into the river's non-tidal section above Teddington Lock.

In Ben's novels, the Old Man of the River isn't exactly a god — he's a *genius loci*: a spirit of place, whose job — according to the Roman tradition — is to protect a particular location. In the mid-1960s, having found the situation vacant, a Nigerian woman accepted the role of *genius loci* for the river's tidal stretches and became Mama Thames. Not that Father Thames and his sons were overly happy with the arrangement!

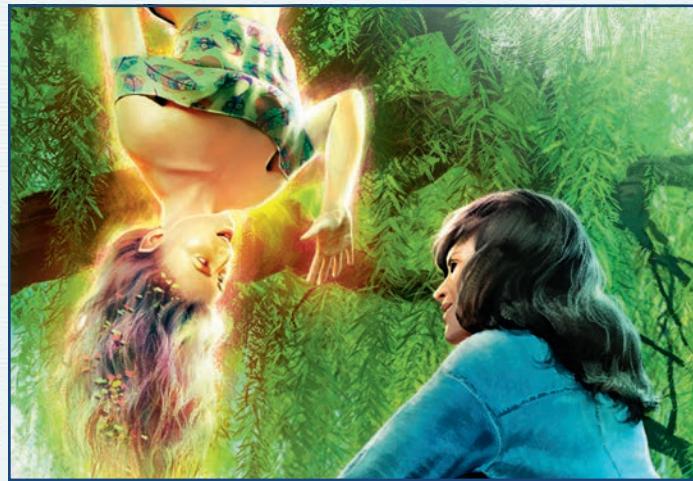
And this is where the hero of the *Rivers of London* stories comes in. In the first novel, Peter Grant is a newly-qualified Police Constable





Artwork by JB Casacop and Lucas Marques

with the Metropolitan Police Service. Thanks to a bizarre murder, he is introduced to the hidden world of London's demi-monde (those who have been touched or changed by magic, including the *genii locorum*) and recruited into the Met's most secret branch, the Special Assessment Unit — better known as the Folly. There, he is taken on as an apprentice to the sole remaining master practitioner of Newtonian magic, DCI Thomas Nightingale.



Building on the grand tradition of British murder mysteries, police procedural dramas, and London's folklore, each novel deals with a crime, or series of them, all of which are touched by the demi-monde in some way. Peter needs to use his training as a police officer and his developing talents as a Newtonian practitioner to identify the culprits and uphold the Queen's Peace, all while learning more about the magical world hiding just below the surface of everyday London life.

I've often been asked what dream licence I would love to work on. Of course, it was *Rivers of London*. You can see why I thought it would make a good roleplaying game. A rich, detailed world: check! Mysteries for player characters to investigate: check! A system of magic that any human can learn: check! Plenty of scope for GMs and players to explore and expand the world in their own games: check!

Ben's love and knowledge of games and gaming was clear from the novels, but you never like to get your hopes up. Thankfully, following on from a fortuitous chat at a book signing in Newcastle, it was officially announced at Dragonmeet 2019 that I would helm my dream project: *Rivers of London: the Roleplaying Game*.

Things have come a long way since then. I'd always envisaged the game as something to introduce fans of the novels to roleplaying games, so I wanted it to be accessible and straightforward to play. It also had to reflect the tone of the books, concentrating more on the mystery and magic than fighting — although there is that, too. And it needed its own bespoke Newtonian magic system. On top of that, I also wanted the game to appeal to Chaosium's core fans, even if they didn't know the novels, meaning it needed to use at least some elements of the *Basic RolePlaying* (BRP) system as its core.

It was a tricky challenge, which is why I brought Paul Fricker, award-winning cowriter of *Call of Cthulhu 7th Edition*, on board as lead designer. Through several rounds of playtesting, the game steadily took shape, helped by a wonderful team of writers, artists, graphic designers, cartographers, copy editors, and proofreaders — all of whom have my deepest thanks for their contributions to the project. And Ben, of course, who worked closely with us to make sure we got the details right.

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BATTLEZOO ANCESTRIES DRAGONS

ROLL FOR COMBAT

BATTLEZOO ANCESTRIES: DRAGONS (P2)

RFC 22010 \$39.99 | Available Now!

With *Battlezoo Ancestries Dragons*, available for both 5th Edition and Pathfinder 2nd Edition, players can finally play the most popular creatures in fantasy lore: dragons! Full of high-quality art of the 45 different types of playable dragons, this book is entirely focused on providing the best experience possible in playing a dragon. Dragons are fully balanced with other party members, thanks to a new plot element in the book: a special ritual that allows dragons to temporarily lose some of their powers in order to gain the capacity to grow quickly without waiting centuries or millennia like normal.

Battlezoo Ancestries Dragons is packed full of content to allow for so many different dragon combinations that you could never play anything but dragons again, and you still wouldn't run out of different dragon characters to play! Players can choose from 45 different heritages, including classic red, blue, green, black, and white, and six brand-new dragons created for this book. There are hundreds of draconic feats, some exclusive to specific dragon types, and dragon archetypes for Pathfinder 2e, and a new dragon class for 5e, allowing players to double down and customize their dragon's abilities.

For those who would prefer a half-dragon style character, the draconic scion versatile heritage allows a character of any ancestry to play a dragon, with numerous story hooks explaining their draconic abilities.

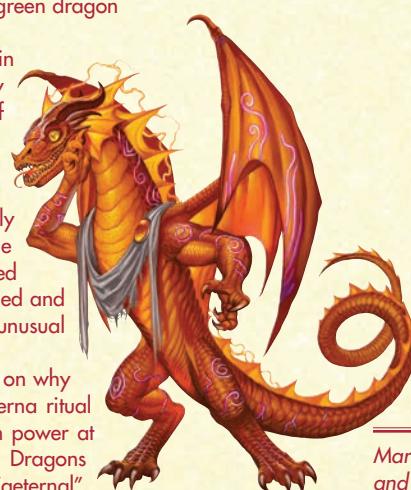
Lastly, an expansive lore section describes the societal impact of the ritual that creates playable dragons, as chronicled by the green dragon, Kallizandrex. Here's Kallizandrex's foreword for that section!

DRAGONS AND THE LUX AETERNA RITUAL

Congratulations! By acquiring a copy of this esteemed tome, you've proven yourself a most discriminating scholar. Pat yourself on the back! Within these remarkable pages, you'll find a treasure trove of information about dragons and their relationship with the lux aeterna ritual. More knowledge, I daresay, than has been collected in one place before! I should know: as an aeternal green dragon myself, I know what I'm talking about.

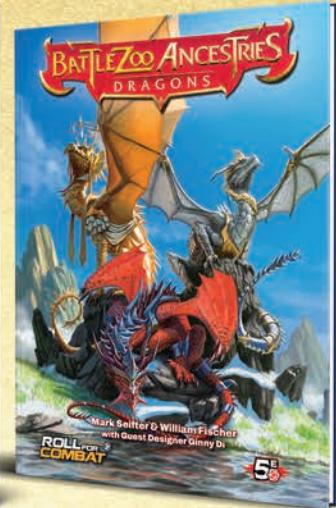
While any author brings certain biases to their work, I have done my utmost to present a dispassionate view of the dragons herein. Nonetheless, I find color commentary can provide insights, so I've included my unvarnished opinions as well. Of course, clearly delineated; I'm a scholar, not some gossip. I'll trust you, a reader of refined tastes, to separate my opinions, informed and brilliant as they may be, from the facts, unusual as they may be.

Before we begin, a brief summary on why this book is so important. The lux aeterna ritual has allowed some dragons to grow in power at a rate more rapid than ever before. Dragons who perform this ritual are known as "aeternal" dragons, as opposed to the "traditionalist" dragons



BATTLEZOO ANCESTRIES: DRAGONS (5E)

RFC 22011 \$39.99 | Available Now!



who, for reasons of their own, refuse to undertake the rite. Every culture in our world is rife with friction, especially regarding nascent societal constructs that challenge the establishment's orthodoxy. The aeternal versus traditionalist split is one of many fault lines found in dragon culture. I hope that you, dear reader, are free of such tawdry notions.

While certain tendencies exist among all the dragon heritages, every individual is different. Don't take my generalizations as gospel, especially if your observations differ from mine. Instead, engage in the practice employed by scholars since ancient times: annotate your conflicting data. Write it in the margins. Evaluate it over time and compare it to other data you've collected. If you notice a significant trend — and can prove it empirically — send your observations to the address found on this volume's title page. My publisher will forward the information to me, and if your speculations can be verified, I will give credit where it is due in the next edition of my work.

—Kallizandrex, Sage Aeternal

KEY TAKEAWAYS ABOUT BATTLEZOO ANCESTRIES DRAGONS:

- 45 different dragon heritages/subspecies, including classic favorites like the red dragon and brand-new dragons
- Draconic ravager and dragon mage archetypes for Pathfinder 2e and new dragon class for 5e to infuse even more draconic power.
- Draconic scion versatile heritage to add more draconic flair to characters of any ancestry
- Expansive lore entries discussing each dragon heritage's response to the ritual to become a player character dragon, as observed by a green dragon scholar
- New leveling rules explicitly designed for dragon characters allowing dragon PCs to gain power by building a vast treasure hoard rather than wearing magic items.

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Mark Seifter has been the design lead on over 100 Tabletop RPG game titles and worked on even more for various companies in the Tabletop RPG industry, including Paizo. You can check out Mark's Twitch stream, Arcane Mark, with Linda Zayas-Palmer at twitch.tv/arcanemark.

BATTLETECH

A GAME OF ARMORED COMBAT



CATALYST
game labs™

WWW.CATALYSTGAMELABS.COM

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AGAINST THE SHADOW

A SOLO/COOPERATIVE EXPANSION



WAR OF THE RING: THE CARD GAME - AGAINST THE SHADOW

AGS WOTR102 \$24.90 | Available August 2023!

War of the Ring - The Card Game has received a lot of praise since its release at Essen last year, earning the approval of strategy gamers and Tolkien fans alike, and it has been nominated for several awards, like BGG's Golden Geek and Dice Tower Awards. If you haven't heard of it yet, War of the Ring - The Card Game was inspired by the best-selling and award-winning War of the Ring board game. War of the Ring - The Card Game immerses players in the quest of *The Lord of the Rings*. The game allows them to explore their own version of the trilogy, using uniquely designed card decks representing the strengths and weaknesses of the peoples and characters who fought in the War of the Ring.

The game offers complex strategic choices combined with a commitment to the theme. However, if you are a gamer looking for a solo or cooperative experience, you may have felt a bit left out. War of the Ring - The Card Game is directly interactive; most of your gameplay is competitively enmeshed with that of the other player(s), making it difficult to enjoy without an opponent.

Solo and cooperative tabletop gaming has become more and more popular over the last few years, and not just because of the pandemic. But not every game out of the box is perfect at every player count, and rather than offer an inferior version of the game, the designer and publisher have decided to create a tailor-made expansion to allow solo and cooperative gaming.



How to solve this design challenge? Introducing *Against the Shadow*, an expansion that enables players to experience the adventure alone or cooperatively with a friend. The player(s) control the Free Peoples, using the normal rules and cards included in War of the Ring - The Card Game. Automated "bot" players control the Shadow decks, which entirely replace the cards included in the core set. The new decks have been tailored for solo/cooperative play.

By completely replacing the Shadow cards for solitaire and cooperative play, players spend their time playing their own game,



not working out the "bot" (aka "automa") mechanics. You will likely put aside the streamlined flow chart after a few minutes of play, it's that straightforward.

One interesting new feature is the keyword "choose," which allows the human player to determine the outcome of a Shadow card, like Grima Wormtongue. While none of the choices offered are good, you, the human player is given an opportunity to make the decision that hurts you least, effectively converting the time spent on the bot's activity into your own gameplay.





The *Against the Shadow* expansion is designed to be played with any and all of the scenarios for *War of the Ring - The Card Game*. When playing cooperatively with a friend, you will play the Trilogy scenario, originally designed for four players. Solo, you can play the Trilogy scenario two handed, or any of the other scenarios with just one Free Peoples player, including the bonus scenarios the designer has posted online.

The rules changes are fairly minor, and are largely summarized by the included player aids. Two difficulty levels are provided, as some of the changes are in favor of the Shadow "bot" players (like the Shadow doesn't cycle a card to play a card). If you haven't played *War of the Ring - The Card Game* prior to attempting this expansion, you might want to give yourself a break and try it on standard mode before attempting challenging mode!

This expansion provides a different challenge from the regular game, but if you are seeking an immersive Tolkien experience to play alone, or with a friend, you need look no further than *War of the Ring - The Card Game - Against the Shadow*.

Along with *Against the Shadow*, Ares Games also releases a new accessory, the Shadow Card Box and Sleeves – Balrog version. This new box features Shadow graphics and art, including the Shadow logo by Francesco Mattioli, the iconic "Doors of Durin" art by John Howe, and the "Whip of Many Thongs" illustration by Andrea Piparo, and it includes sleeves in two different sizes, for faction, battleground and path cards – the ideal accessory to store and protect the all-new Shadow cards contained in *Against the Shadow*.



NEW HEROCLIX STARTERS ARE COMING SOON!

WIZKIDS

DC HEROCLIX: STARTER SET 2024

WZK 84042 \$39.99 | Available November 2023!

MARVEL HEROCLIX: STARTER SET 2024

WZK 84917 \$39.99 | Available November 2023!

WizKids is thrilled to announce that new Marvel and DC starters will release in November 2023, setting a new standard as the best and most approachable entry point *HeroClix* has ever had.

Launching concurrently, each Starter will include 4 iconic characters from their respective universes and will also link to an exciting pre-order program available to brick & mortar retailers!

THE PERFECT PLACE TO BEGIN YOUR HEROCLIX JOURNEY

For those new to the game of *HeroClix*, a starter set provides a pre-constructed team that helps new players learn and grow into their personal playstyle. Each character figure comes with two different levels of gameplay to guide players through their first few matches as their team becomes more powerful. Each of the included cards is clearly distinguished as "Basic" or "Advanced", instructing new players to adjust the starting line on their figures accordingly.

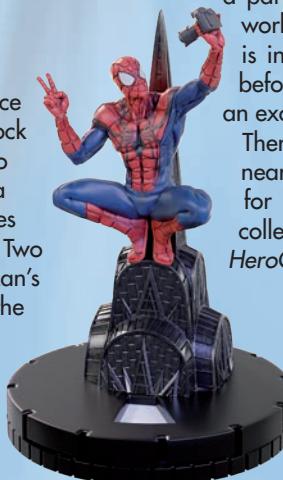
EXCITING OPTIONS FOR FANS OF MARVEL AND DC

Each set features four premium pre-painted figures (all super-rare quality!) of some of the most popular comic book characters from the Marvel and DC universes. The classic trinity of Batman, Wonder Woman, and Superman are joined by lovable rogue Harley Quinn to round out the DC squad. The Marvel set brings some of the most iconic Avengers together for battle including Iron Man, Black Panther, Spider-Man, and Captain Marvel.



EVERYTHING YOU NEED TO GET STARTED

The Powers and Abilities Card is a valuable reference card that players of all experience levels can use to unlock the potential of their own team as well as gain insights into their opponent's strategy. Each starter set includes both a full color PAC and *HeroClix* Rulebook with helpful examples and guidelines to instill confidence as players progress. Two exclusive dice featuring the Batman symbol and Spider-Man's classic mask are also included in each set, providing all the tools a player needs to hit the table!



MAPS THAT ENCOURAGE PLAYERS TO JUMP INTO THE ACTION

Starter sets introduce mini maps, which are half the official legal size, that encourage players to engage immediately as they learn the intricacies of the game! Each set includes eight interlocking map tiles that can be combined between sets to form one tournament legal map. On their own, though, they offer an exciting arena to test out your first force. Terrain tokens allow players to customize their map, adding new challenges as their comfort level grows.

AN EXCLUSIVE PROGRAM AT YOUR LOCAL STORES!

Gamers who already own a *HeroClix* figure are much more likely to take their first steps into the game, and we at WizKids want to make it as easy as possible for our retail partners to get that first figure into the hands of interested gamers! As part of the starter program, stores will have the ability to get exclusive promo figures alongside the DC and Marvel starter sets.

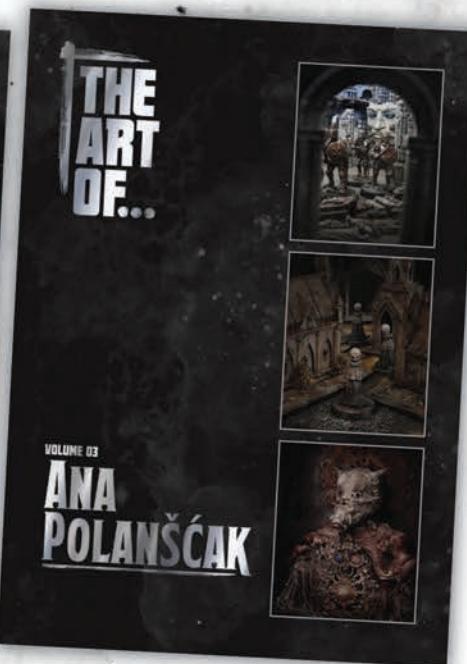
Bring friends to your favorite local shop to get exclusive Spider-Man figures. They feature the same comical sculpts seen in the *HeroClix Iconix: Spider-Man Double Identity* set, but with new-player-focused, common-level cards/abilities. DC fans will have the opportunity to get a special Starophyte figure that is also a great entry level piece for learning the game!



We are so excited to launch these new products to help grow the *HeroClix* community! As always, we encourage players and interested newcomers to head out to their local stores and get involved. *HeroClix* has been a part of our lives for two decades, immersing us in the world of our favorite characters. The new starter set format is intended to make the game easier to learn than ever before. Subsequent annual releases will continue to feature an exciting mix of characters from Marvel and DC.

There are many more exciting plans for *HeroClix* in the near future, so make sure to follow along on social media for announcements of events, exclusive figures, Iconix collectibles, and more! In 2023 we've brought tons of new *HeroClix* content to the table, and we're just getting started!

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THE ART OF...

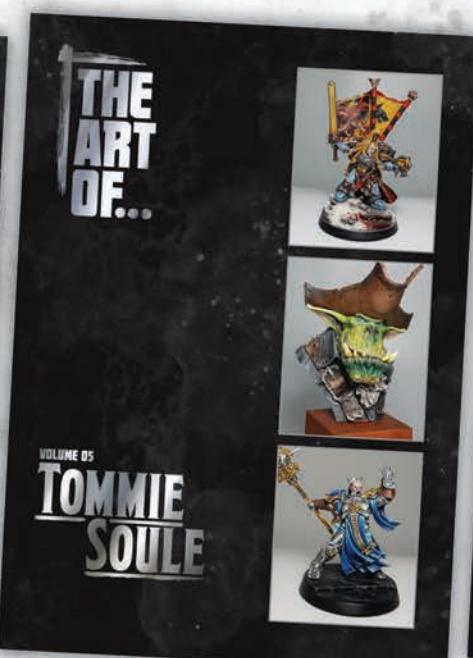
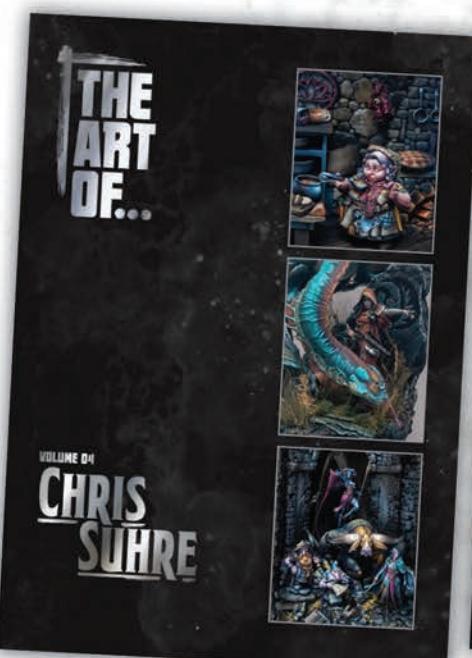
THE ART OF... is a series of high-quality hardback books, lavishly illustrated with hundreds of photos of wonderfully painted miniatures from some of the most creative and innovative artists in the world!

Each book presents not only finished pieces from these artists, and the occasional tutorial on how they achieved their results, but they also dive deep into the reasons behind their amazing approaches.

These books are part of a growing series, with three new volumes being added each year. Over time they'll become an invaluable source of inspiration and a solid resource for painters wanting to start on their own journey into color, light, and story-telling!

\$38 MSRP
(\$47 FOR VOLUME 01)

DAVETAYLORMINIATURES.COM



ARE YOU READY TO ADVENTURE THROUGH ALL OF TIME AND SPACE?

DOCTOR WHO RPG: DOCTORS AND DALEKS - PLAYERS GUIDE (5E)

CB7 1500.....\$59.99 | Available October 2023!

DOCTOR WHO RPG: DOCTORS AND DALEKS - KEYS OF SCARAVORE (5E)

CB7 1501.....\$34.99 | Available October 2023!

This October will see a new rejuvenation of a classic roleplaying game when the wild adventures of everyone's favourite Time Lord meld with the world's most popular roleplaying game in *Doctors and Daleks*. Take your gaming group into the TARDIS and travel anywhere, anywhen. Want to meet Leonardo da Vinci? Or see who really built Stonehenge? What about visiting another planet entirely? All of time and space is yours to explore, but keep your wits about you — there is a lot of danger to discover amidst the vastness of eternity.

The *Doctors and Daleks* Roleplaying Game begins with the 5th edition rules as described in the System Reference Document (SRD) as a base, but then takes them on a merry spin indeed. Combat, the mainstay of many a 5E game, is not what *Doctors and Daleks* is all about, but rather conflict resolution, and its new rules reflect that. Characters, and the many challenges they will face, have Plot Points — a narrative measure of luck, resolve, and drive to succeed. The Doctor seldom has to hurt a villain to outsmart and defeat them, though sometimes their sense of pride takes a few whacks. Loss of Plot Points can mean changing a foe's mind, foiling their plans, or being incapacitated yourself.

Doctors and Daleks utilizes a new set of mechanics called Quips, which are a bit like spells from the 5th edition rules, only all characters use them. Quips represent your character's special abilities and the strength of words, allowing you to do incredible things, such as convince a Judoon it has made terrible life choices. You can use Quips to decrease your opponents' Plot Points, create marvellous technological effects, or just help someone out by offering them a Jelly Baby.

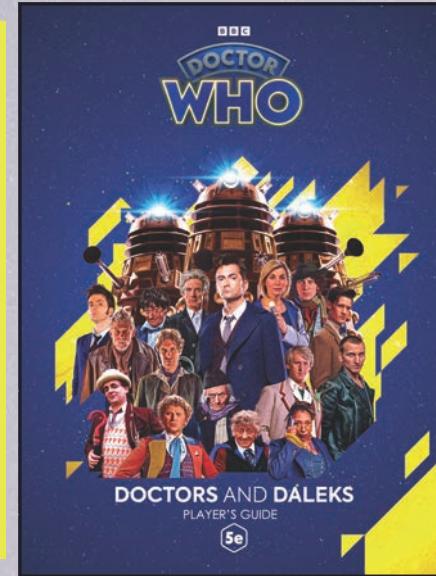
The initial offering of the *Doctors and Daleks* Roleplaying Game comes in three separate books.

DOCTOR WHO RPG: DOCTORS AND DALEKS - ALIEN ARCHIVE (5E)

CB7 1502.....\$44.99 | Available October 2023!

DOCTOR WHO RPG: DOCTORS AND DALEKS - COLLECTOR'S EDITION (5E)

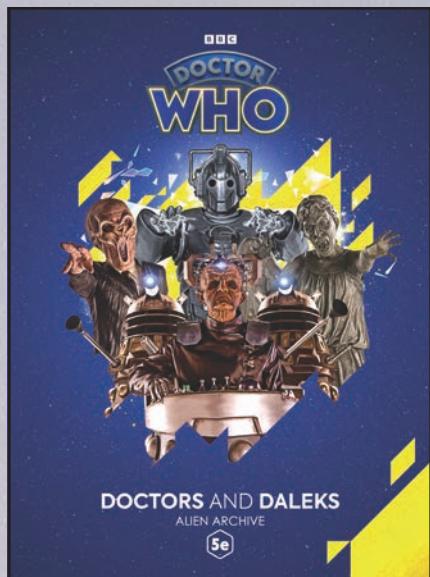
CB7 1504.....\$149.99 | Available October 2023!



The core of the game is the *Doctors and Daleks: Player's Guide* which introduces all the new rules, including a full set of Character Classes for companions, plentiful backgrounds, and a bespoke set of guidelines to create any unique new custom character species you can imagine! Within the guide are rules for how to use different levels of technology in the game from rocks to sonic screwdrivers. There are rules for using and customizing the TARDIS, as well as creating and piloting any other kind of time travel device to adventure from the dawn of history to the very ends of the Universe.



The *Doctors and Daleks: Player's Guide* is chock full of advice on making every *Doctors and Daleks* adventure feel like you're living in an episode of the legendary *Doctor Who* TV series. Of course, no roleplaying game featuring the Doctor would be complete without an expansive look at the history of the Doctor's Universe, detailing many of the aliens and wildly varied entities the Doctor has encountered across time and space, including profiles for Daleks, Cybermen, Weeping Angels, and more ready to be played!



The second book is the *Doctors and Daleks: Alien Archive*. The *Alien Archive* details a host of aliens the Doctor has encountered, some of them were even friendly, many of them the Doctor hopes never to cross paths with again. From Axos to Zygons, each entry looks at their motivations and methods, offering plenty of advice for how to use them in your *Doctors and Daleks* adventures.

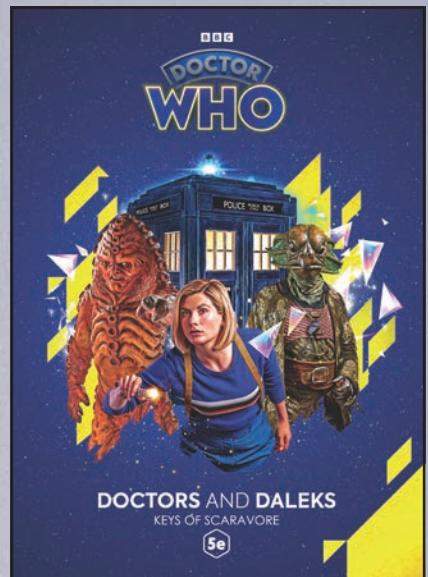
The *Alien Archive* holds full details on the history of the various weird and wonderful species the Doctor has encountered, including their tactics, their weaknesses, and story hooks on how to use them within a *Doctors and Daleks* campaign. Included are many new gadgets for aliens to wield, or for characters to turn against them!

Doctors and Daleks: Alien Archive holds over 60 monsters and aliens fully compatible with 5E – meaning if you desperately want every version imaginable of Cybermen to invade your ongoing game, you'll find them here!



The third and final book is *Doctors and Daleks: The Keys of Scaravore*. In the time before humanity, even before the rise of Gallifrey, Scaravore was imprisoned for its crimes. Last of a thankfully long-dead species, it slumbered, sending its malign influence out into the stars. Now it seeks to rise again and extend its evil dominion over the galaxy.

The Keys of Scaravore is a collection of four new connected adventures for Levels 1-5, which will lead the characters to the Wild West



and distant worlds, encountering Draconians, Silurians, Zygons, and more, before finally confronting the terrifying Scaravore itself!

For those Doctor Who fans who cannot bear to have anything less than the full experience, Cubicle 7 offers the *Doctors and Daleks Collector's Edition*. The Collector's Edition holds all three *Doctors and Daleks* volumes in a lovely slipcase which outwardly resembles a certain blue Police Call Box. In addition, the slipcase contains a *Gamemaster's Screen*. This three-panel landscape style screen holds a stunning image of a bevy of the Doctor's many incarnations, which may inspire your players to ask themselves, 'What would the Doctor do?' The interior contains the most used rules and tables, handy for both novice and seasoned Gamemasters to refer to in the middle of an epic adventure without slowing things down.



Note that the *Doctors and Daleks Collector's Edition* is the only way to acquire the *Doctors and Daleks Gamemaster's Screen*, as it will not be offered as a separate purchase.

•••

TS Luikart is the North American Sales Manager and an RPG Designer for Cubicle 7. He rather hopes the Sector he just helped flesh out doesn't get consumed by Tyranids.



A CONVEYOR BELT CHALLENGE!

Japanese GAMES

SUSHI BOAT

GGD JPG240 PI | Available Q3 2023!

In this exciting and strategic board game *Sushi Boat* the fast-paced world of a sushi conveyor belt comes to life on a premium slab of wood. Immerse yourself in the captivating realm of sushi connoisseurs as you compete to create the most delectable combinations and earn the highest score. With its unique mechanics, stunning Anime artwork, and meticulously crafted wooden game board, *Sushi Boat* offers an immersive experience that will satisfy both board game enthusiasts and sushi lovers alike.

To embark on this savory spectacle, gather your fellow sushi enthusiasts around the table. Shuffle the Side Dish cards, ensuring the number of removed Side Dishes matches the number of players. Create a draw deck by combining the remaining Side Dishes with the Wasabi cards. Set aside Side Dish cards equal to the number of players, leaving space for a discard pile. The stage is now set for an unforgettable sushi extravaganza for you and your fancy group of sushi connoisseurs!

Each player can select a color and receive a matching pawn and player mat. The starting player is determined as the last person who enjoyed sushi in real life. As the *Sushi Boat* takes center stage, adorned with a plethora of delectable sushi plates, draw plates from the bag and place them on the mesmerizing conveyor belt. Let your eyes feast upon the mouth watering creations as they sail by, tempting you with their unique blends of ingredients and textures. A true feast for you foodies out there! Keep a vigilant eye out for the elusive white sushi plates, adding an element of surprise to this culinary adventure.

With each turn, strategy and gorgeous food designs come into play! Reveal the top card from the deck, replenishing the *Sushi Boat* with fresh plates. Relocate your pawn to an unoccupied seat, strategically positioning yourself to make the most of the culinary opportunities. Choose from a variety of options: seek assistance from a staff member, acquire flavorful Side Dishes, or acquire Yen from the bank to enhance your culinary experience. Finally, savor the sushi on the plate next to your seat, adding it to your stack of flavorful delights. Always be on the lookout for the Wasabi Challenge, a thrilling test of your culinary instincts that can turn the tides of the game given the right circumstances.

Engage your senses and unleash your culinary instincts with the Wasabi Challenge. Uncover the hidden colors of two plates concealed within the boat's secret tunnel. Place your Wasabi cubes on your player mat to make your color guesses and secure your victory. The tension builds as each player reveals their guesses, leading up to the grand revelation of the hidden plates. Will your superior instincts guide you to victory in this thrilling culinary test?



To add an extra layer of excitement and strategy, unleash the power of Side Dishes. Each card holds a special action that allows you to showcase your creativity and elevate your sushi skills. Whether it's a clever move to outwit your opponents or a strategic maneuver to enhance your sushi combinations, the Side Dishes bring a delightful twist to the game. Choose your cards wisely, as you can only hold up to two Side Dishes in your hand at a time. These game-changing abilities give the game an extra layer of strategy and presents players with a bit of an edge if their score is too low. Don't sleep on those Side Dishes, they might be your saving grace!

As you delve into the game, stacking plates becomes an art form. Build towering structures of colorful plates, strategically placing them to create captivating combinations. Let your imagination run wild as you construct a tower of delight, earning bonus points for sequential plates of the same color. Stack your way to victory!

So, come to the *Sushi Boat* and set sail for an unforgettable culinary adventure. Experience the thrill of a sushi feast, the joy of strategic gameplay, and the camaraderie that arises from shared laughter and friendly competition. With its exquisitely crafted wooden board as a centerpiece, *Sushi Boat* truly sets itself apart from the competition. Get ready to immerse yourself in a world where fun and flavors blend seamlessly. Bon appétit!

•••

Mikael Yang is a Student in Architecture and Industrial Design, grew up enjoying watching Anime, passionate about Mangas and playing board games with friends and family. Multicultural, French, Taiwanese and American dude who loves cooking, and eating. His favorite is tabbouleh with magret de canard sauce creme.





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PINATA BLAST

Ravensburger

PIÑATA BLAST

RVN 60001984.....\$12.99

Available Now!

First-time inventor Carlos Esparza swung and hit candy gold when he daydreamed Ravensburger's new fast-paced party game: *Piñata Blast*.

It started with a design class and a homework assignment. Carlos was washing dishes one evening when his idea struck. He wanted to replicate something ubiquitous and beloved in Mexico: the joy of smashing a piñata and racing to grab the best candy.

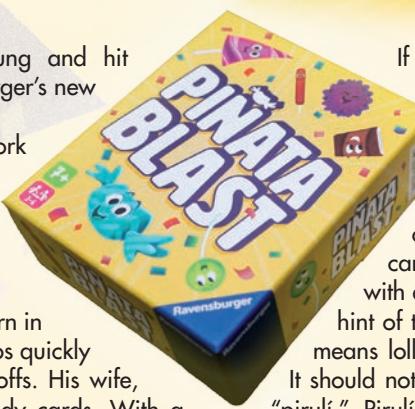
The first prototype for *Piñata Blast* was born in hours. As an experienced woodworker, Carlos quickly created some dice from spare wooden cut-offs. His wife, a graphic designer, created working candy cards. With a well-designed prototype in hand, they went to a friend's house to playtest. In the first few rolls of the game, Carlos knew he had a hit. Everyone was having fun and the thrill of a piñata was there!

Several iterations later, when Carlos discovered Ravensburger's call for submissions from designers around the world, Carlos seized the opportunity to pitch his game. With his solid foundation and infectious excitement, the Ravensburger team agreed to develop *Piñata Blast*.

Fast forward to *Piñata Blast*'s debut at the 2022 Roll A Game convention in Guadalajara. Not only did Carlos get to make a local debut, but the feedback from his fellow Mexican game designers was an extra special way to showcase his first published game.

For those that haven't yet had a chance to play *Piñata Blast*, this fast-paced game can be learned in minutes and leads to some hilarious, friendly competition.

1. The player who most recently hit a piñata goes first and takes the Piñata Stick token, and then drops all the dice in the center of the table.
2. Simultaneously players look through their hand to find one that matches a candy die. If a match is found, they grab that die and place it on their card... racing to do so before the other players.
3. Watch out for rotten candy! Each round the green die identifies which type of candy is rotten. If a player grabs that candy, they will have to discard their card, gaining no points.
4. The round's successfully matched cards are set aside, and their points added up at the end of the game.
5. Players draw a new card and pass the piñata stick to the next player to start a new round.
6. When one player runs out of cards, or the draw deck is empty, the player with the most points wins.



If you grew up outside Mexico, some of the candies in *Piñata Blast* might be new to you! The 4000-year-old origins of Chocolate, now universal, hail from present day Mexico. "Colación" is a hard and colorful sugar-coated candy that used to be present in large quantities in piñatas of yesteryear. "Dulce" can be a variety of sweets often in a wrapper. While candies made from sugar and tamarind (an enticing fruit with a delightful blend of sweetness, subtle spiciness, and a hint of tanginess) are known as "tamarindo" candy. "Paleta" means lollipop in English but comes in many different flavors.

It should not be confused with the final *Piñata Blast* candy called "pirulí." Pirulí candies are traditional and delicious multicolored conical hard candies on a stick.

As dice go flying and everyone scrambles to grab matching candies from under each other's noses, *Piñata Blast* is sure to lead to some sweet memories.

GAME DESIGN IN MEXICO

While Mexican publishing companies and designers have been around for decades, the gaming industry has recently seen tremendous growth (Ravensburger Mexico opened its doors earlier this year). At Roll a Game 2022, a tabletop expo in Guadalajara where Ravensburger's *Piñata Blast* debuted, inventor Carlos Esparza interviewed fellow designers to share a peek into Mexico's game design scene:

Pepe Macba of Detestable Games, often responsible for training new designers, was especially happy to see the success of *Piñata Blast* and said, "It's a great pleasure seeing it with this blue corner. It's like a shared dream."

Carlos discovered it is helpful to be named Escalante. First are brothers Rafael and Joel Escalante, designers who have established a partnership with international publishers (Devir and Gigamic) for their recent games Moctezuma and Turtle Splash.

Iván Escalante, no relation, is an established Mexican designer and illustrator (Gerónimooo!!! and Card Game: The Card Game). Rafael called Iván's designs, "always very entertaining, dynamic, and curious."

Carlos also chatted with Rubén Hernández, a long-time designer who collaborated on Dodos Riding Dinos and Kiwi Chow Down. Rubén recently started his own company, Tabletop Workshops, and their first release was Pátzcuaro.

With a spirit of comradery, they plan to bring Mexican game designs into the future.



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INHERITORS

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INHERITORS

NSG 910.....\$19.99 | Available August 2023!

In the dark of night, whispers spread throughout the court: "The King is dead." In the King's chambers, the Inheritors are on their knees, mourning at his bedside. The King never declared an heir, saying only, "Crown the new King by virtue."

This is the challenge to you, his Inheritor, to prove yourself worthy of leading the Five Realms. At dawn, efforts begin to sway to the noble clans and influence the realms. Only one heir can claim the empty seat of the throne, and so the games begin.

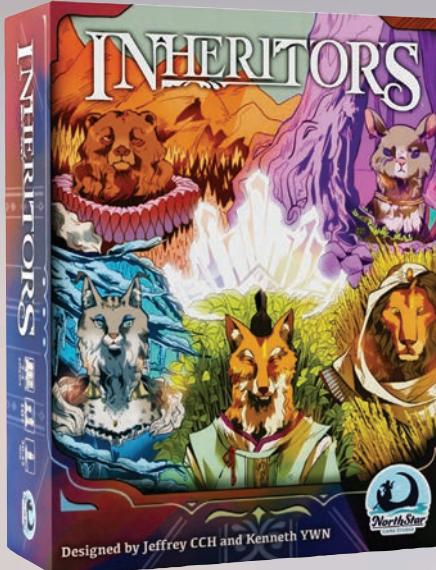
Inheritors is an open drafting, hand management card game for 2-4 players, offering a big game experience in a box small enough to take anywhere. Players take on the role of the King's Inheritors, using Advocates and Influence to sway the Five Realms and claim the throne.

Gameplay is simple to learn but hard to master. Each player has a hand of cards, a play area in front of them, and access to a shared area. To win *Inheritors*, players must combine several routes to victory, increasing their influence in the realms, completing Quests, and gaining the support of local Clans. At the end of the game, the player with the most victory points is crowned the new King.

Each player's area displays their influence in the Five Realms plus claimed Clans, Honors, and Quests. A shared play area drives a lot of the interaction in the game, with a display of unclaimed Quests, Honors, and Clans. It also features a deck of cards to draw from and a Market where players will add and collect cards.

The Market is where players will find the cards they need and discard the cards they don't. Discarding a card in one of the Market rows allows players to collect new cards from a facedown deck, or if it matches the topmost card of another row, they may take an entire row of visible cards instead.

Influence cards are a key component of the game, with a different suit for the Five Realms in the Kingdom, each with its own colorful art style. Influence in a realm is gained by collecting and stacking cards in a suit numerically in a player's area, increasing the card value from one upwards. Improving influence is vital, as not only do these values score victory points, they can also help them claim Honors.



Building influence is also crucial for another reason, impressing the local clans. Increase any realm's influence enough, and players can gain the support of the matching clan leader, gaining new abilities or special cards with unique powers, as long as they get there first!

While Influence cards are the main backbone of the game, the game features several different card types. For example, Advocate cards add extra variety by providing one-time abilities, such as using a Spy to steal a correctly guessed card from a competitor's hand or a Conspirator to boost influence in a realm.

Another way to score victory points is Honors, public objectives that all players can compete over. These objectives vary and may require players to reach the maximum influence value in a realm first or hold specific cards. Players must act fast, as once claimed, Honors are not replaced.

Inheritors also features secret objectives called Quest cards. Players must discard three matching Influence cards to gain a Quest before discovering a new way to score victory points. Once the game finishes, players will reveal any completed Quests, ensuring the winner of the game isn't revealed until the very end.

With various clans, abilities, and end-game conditions, each game of *Inheritors* provides variety, high re-playability, and lots of player interaction. If you are looking for a strategic card game, quick enough to play on a lunch break and small enough to take anywhere, *Inheritors* might just be your new favorite game.

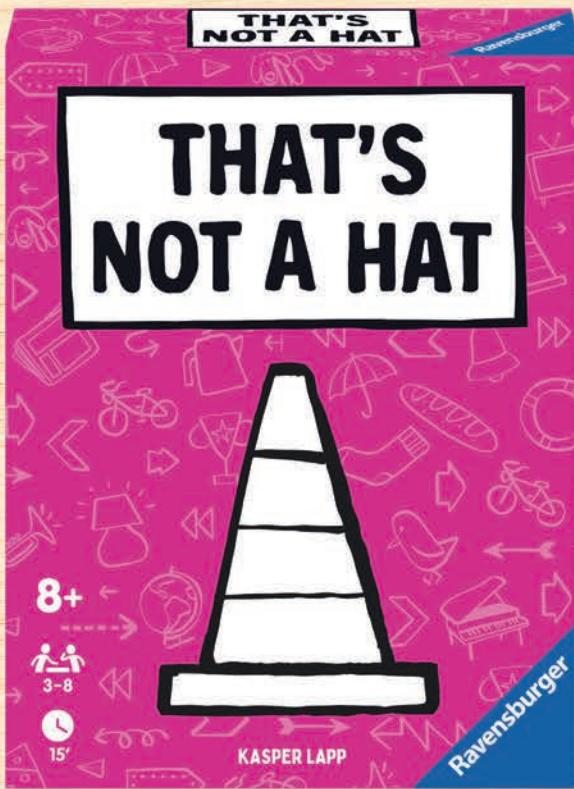
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NorthStar Game Studio is an award-winning independent board game publisher based in Maryland, US. This year they announced a collaboration with Hong Kong design studio ICE Makes, bringing *Inheritors* and the solo story-rich game *Eila and Something Shiny* to new audiences. Ross Connell is North Star Games' Community, and Marketing Manager. He is also a freelance photographer, working with over 50 tabletop publishers.

REMEMBER TWO SIMPLE THINGS... OR LIE TRYING!



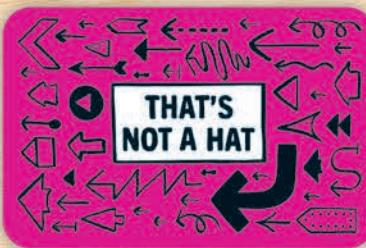
Time to
lie with
confidence.



Apple. Pancake.
Apple. Pancake. A-
Or was it pancake,
then apple...

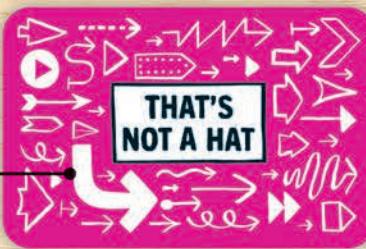


"Here is
a lovely hat
for you."



9↑

"No way!
That's not
a hat!"



The arrow on the back of
the card indicates which
way to pass your gift.



8+



3-8



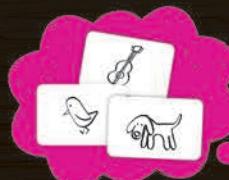
15'



Show your gift



Flip and follow the
arrows to regift



Remember gifts...
if you can!

EquipMAG 'Snap Keeps' your Gaming Gear Together

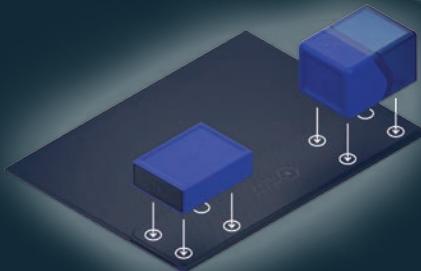
Imagine you're at a *Magic* tournament and your match goes to extra turns. You're the last table duking it out — even if you win you're exhausted, but if you lose you'll also be tilted. You finally find the line and squeak out a win, but there's no time to properly pack all your gear before the next round. You grab your bag with one hand and try to juggle your deck, dice and floppy playmat in the other. You're hoping you don't drop your precious deck as you shimmy over to your next opponent.

But what if it didn't have to be so stressful?

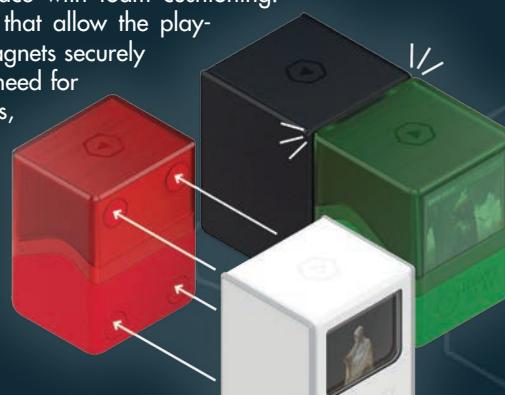
What if packing up all your card gaming gear could be faster and more secure?

Heavy Play's patent-pending *EquipMAG System* will completely change how you pack and play. A unique array of neodymium magnets are embedded in all of Heavy Play's playmats, deck boxes and dice boxes—allowing them to magnetically snap together. Attach dice kits to decks. Bundle decks together. Connect your deck and dice to the playmat, to carry all your gear securely in a single hand. This new collection of card gaming accessories will streamline the whole tournament experience, so you can focus more on gameplay instead of gameday.

At the center of the *EquipMAG System* is the *ETB Playmat*. For the longest time, playmats have essentially been just large floppy mouse-pads. Although the play experience on traditional playmats is great, the transport and storage experience was due for an innovation. Rolling up traditional playmats is a constant chore — plus they come unfurled unless you buy a separate storage tube. Most tubes wind up cracking, lose their lids, and they never seem to fit inside a backpack.



The *ETB Playmat* does away with rolling with its quick-fold design. On the outside there's a durable anti-slip PU and on the inside there's a smooth polyester play surface with foam cushioning. Sandwiched within are rigid panels that allow the playmat to fold up like a folio. Hidden magnets securely hold the panels shut, eliminating the need for extra storage products like tubes. Plus, the *ETB Playmat* also fits conveniently in a backpack's 15" laptop compartment. The best part about those closure magnets, however, is that they're actually *EquipMAG* magnets.



that unlock a whole ecosystem of card gaming storage solutions.

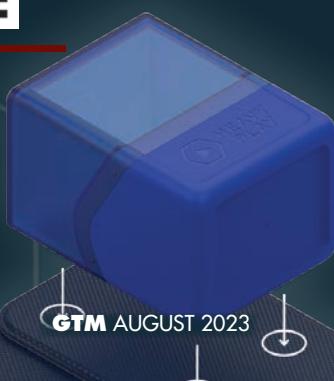
EquipMAG magnets are integrated into all of Heavy Play's boxes, like the *RFG Deckbox* and the *RNG Dicebox*, plus their premium *MAX* variants. Existing competitor deck boxes either come without dice storage or feature integrated trays that are dependent on that deck box. This leads to a few common usability annoyances, like having to switch decks between deck boxes to make sure you have dice, or just lugging around extra dice sets so that every deck is taken care of. By breaking out dice storage into a self-contained box and not just a tray, you now have the ability to easily share a set of dice across all your decks. *EquipMAG* magnets allow you to attach the *RNG Dicebox* to the back of an *RFG Deckbox* and carry them together. When you want to switch decks, easily snap your whole dice kit onto another deck box and you're ready to go.

The *RFG Deckbox* and the *RFG Deckbox MAX* both feature polished showcase windows so you can quickly find the right deck out of your collection. No more flipping open dozens of deck boxes just to find a deck. Plus, the showcase windows give you a way to display your favorite card such as your *EDH Commander*. *EquipMAG* magnets on the deck boxes allow them to be connected back-to-back. This is great for grouping your decks together by format or making sure duel decks stay paired together.

Best of all though, the *EquipMAG System* allows the *RFG Deckbox* and the *RNG Dicebox* to connect to the *ETB Playmat* via two magnetic docking zones. The ultra strong magnets can support the weight of even a double-sleeved *Commander* deck. When you're at an event, instead of juggling separate pieces, you can now snap all your gear together and carry it with a single hand. Whether you're a tournament scene grinder or your *LGS Spike*, Heavy Play's *EquipMAG System* can give you the edge to play at your best. All of Heavy Play's products are available now at your friendly local game store. Good luck and have fun!

...

Scan to See *EquipMAG* in Action.



HEROES OF BARCADIA™

Heroes of Barcadia is a 2-6 player tile-based dungeon crawling tabletop party game with a liquid twist: Your character's health is measured by the drink in your glass. The object of Heroes of Barcadia is to be the first player to collect three Power-Ups and reclaim the Drink Hoard by defeating the Grand Drink Guardian.

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Heroes of Barcadia

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Heroes of Barcadia can be played with your choice of a liquid life source.

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* Or players of legal drinking age



Fight a horde of hilarious monsters, each with their own drink-related persona.

PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #60: QUICK, CLEAN WHITE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in Game Trade Magazine. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



NOT SO TOUGH

In last month's article we looked at rusty industrial terrain. This month we're going to take a look at possibly the furthest thing from that - bright and clean whites.

Many painters can find themselves struggling with white, particularly when they first start out or when they're in a bit of a rush. Smooth and clean white can take a few layers to build up carefully with a brush, so I often use spray cans to create the look I'm going for quickly over larger, smoother surfaces like armor plates.

When Games Workshop released their Leagues of Votann range late last year, I started work on an army with a little twist on the Greater Thurian Leagues color scheme. I wanted a brighter, cleaner look for my hardy warriors than you might typically find in the grimdark universe of Warhammer 40,000. Inspired by the color scheme of a car parked in my local area (similar vehicle pictured top left), I worked out a simple approach that could be easily and quickly replicated across the 60+ models of my Leagues of Votann army, and still give me the appearance of depth and shadows.

For something like this, I recommend using an airbrush or spray cans (if you don't have an airbrush), and record the names of the paints used (and any mix ratios) so that you can replicate it later on when you want to add more models to your army. Using the spray cans from different angles can help you achieve the various shades of grey caused by panel shapes and angles (example of what you can go for pictured lower left).



The miniatures used as examples on these pages are from Games Workshop's Kill Team and Warhammer 40,000 ranges.

1

I started with a coat of Citadel Colour Mechanicus Standard Grey spray primer.

2

I then sprayed a layer of Citadel Colour Grey Seer spray from above, leaving the darker grey showing in the shadows.

3

That was followed by a spray of Citadel Colour White Scar, allowing the previous colors to remain in the shadows.

4

I then used ProAcryl Bright Jade for the vacuum suit, highlighted with Pro Acryl Bright Pale Green.

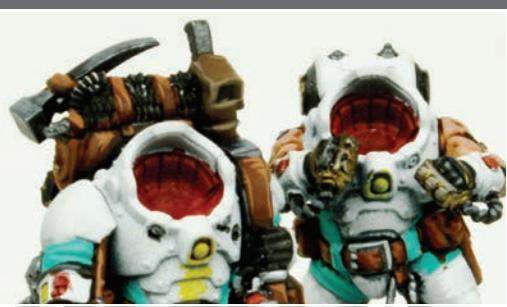
5

I then basecoated everything else with The Army Painter Matt Black, in preparation for the details and metallics.

6

And finally, I carefully picked out the various details like barrels, cables, faceplate, and various other bits.

OFF WITH THEIR HEADS



The Leagues of Votann models look great without their void suit faceplates, but it can be a little tricky getting in to paint the padded collars. To make this easier, I often paint the heads separately and glue them in place once everything is dry.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



QUARTO (HBG GCQA-EN)

From Gigamic, reviewed by John and Isaac Kaufeld



8 & Up



2 Players



15 Minutes



\$37.99

There are luck games and pure strategy games. There are simple games and complex ones. There are visually plain creations and beautiful designs. But precious few games manage to tick as many boxes as *Quarto* from Gigamic and Hachette Games.

This 2-player strategy game first landed on our shelf over 20 years ago. It's still a family favorite today thanks to its simple rules, quick play, and adjustable difficulty levels. And as an added bonus, it looks so interesting that you can leave it set up on your game table and use it as a conversation piece when friends visit.

Let's look at the top five things you need to know about *Quarto*.

HOW IT WORKS

Quarto plays on a four-by-four grid that's carved (not printed) into its wooden board. The 16 playing pieces range from 1.5" to 2.25" tall and come stored in a drawstring bag.

Each piece has its own unique mix of four attributes: tall or short, round or square, light or dark, and hollow or solid. For example, there's only one piece in the game that's tall, square, dark, and solid on top. Likewise, only one piece is short, round, light, and hollow on top.

Although there are two colors of pieces in this two-player game, *Quarto* defies the standard "you get one color and I'll take the other" approach. Instead, players share the entire pool of pieces throughout the game.

WINNING WITH ATTRIBUTES

Quarto works similarly to tic-tac-toe. You're trying to get four matching pieces in a row, either horizontally, vertically, or diagonally. At first blush, this seems impossible since each piece in the game is unique, so *Quarto* messes with the definition of "matching."

Here's where things get crazy. When *Quarto* says "matching," it means "shares a single attribute." So, you could win if four pieces in a line are all tall, all dark, all hollow, or all of any other single attribute.

Tracking those four attributes as pieces are added to the board is your key to winning. It's also your key to picking which piece your opponent will play.

QUARTO'S PIECE-PLACING TWIST

Yes, you read that last sentence correctly. You select a piece from the supply, then you give it to your opponent and watch as they add it to the board.

It's very easy at first, but things get complicated about 8 or so pieces in. You have to focus on the board, look for all of the possible matching lines of pieces, and choose something that won't let your opponent win the game.

This simple mechanic makes *Quarto* utterly brilliant. It flips the normal dynamic of how two-player games work by putting you on the hot seat during your opponent's turn. Hand your opponent the wrong piece and they'll win. But if they hand you the wrong piece, you take the game.

EASY TO LEARN, HARD TO MASTER

Thanks to the limited number of playing pieces and board spaces, along with the game's very simple rules, it takes one minute or less to learn *Quarto*. Getting good at the game is another thing entirely.



Relaxed, casual players can enjoy *Quarto* as a light, re-playable diversion to enjoy over coffee and conversation. More serious competitors will study the board and make the most strategic choices in piece selection and placement. Luckily, *Quarto* rewards both playing styles equally.

CHANGING THE CHALLENGE

The game's instructions include two options for adjusting the difficulty level to match your audience.

When teaching younger kids how to play, they suggest starting with one or two attributes as options for the winning combinations instead of all four. Using light versus dark made the most sense when our kids were little, but they quickly wanted to move on to considering more attributes or just playing the full game.

To increase the challenge for advanced players, the game offers a "square" option. In this scenario, you can still win with a line of pieces, but you can also succeed by making a two-by-two square of pieces with the same attribute. That adds nine more possible winning positions, which definitely ratchets up the game's strategic challenge.

VERDICT

There's a reason this game sold over a million copies so far and earned awards like the Mensa Select. *Quarto* is fast to learn, quick to play, and has a high "one more game" quotient that keeps players coming back.

The newest printing carries *Quarto*'s legacy forward in style. The game's physical board and 16 pieces are beautifully finished wood. The pieces feel good in your hands and deliver a satisfying "clunk" as you make your plays. Since everything is made of natural fibers, leave a desiccant packet or two in the box to prevent the wood from warping due to moisture.

Quarto deserves a spot in everyone's game collection. We wholeheartedly recommend it for all ages, skill levels, and decorating styles.

•••

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?

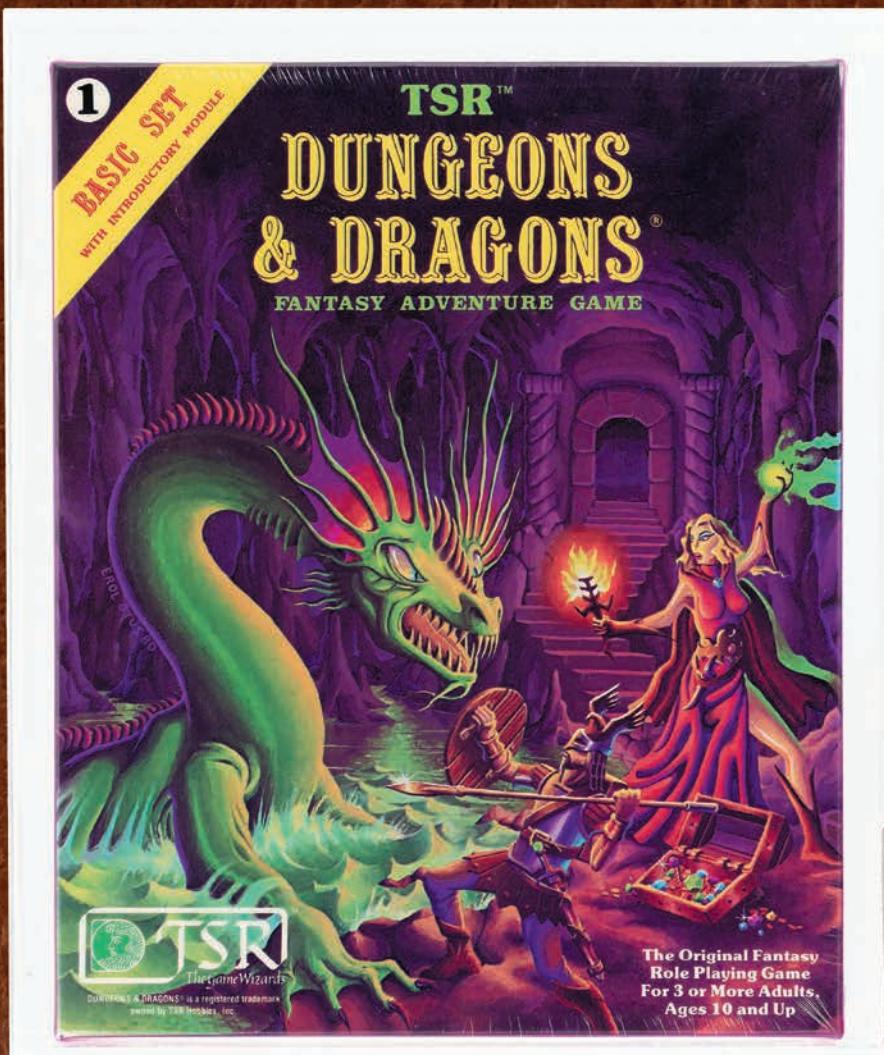


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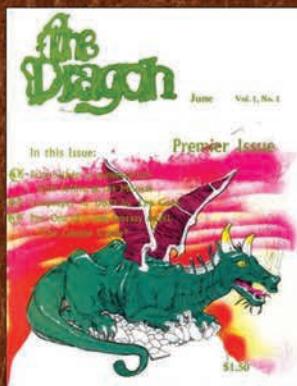
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FIREFLY: MISBEHAVIN' (GF9 FFMBO1)

From Gale Force Nine, reviewed by Brian Herman



14 & Up



2 - 4 Players



60 Minutes



\$65.00

I'm not sure anyone expected the TV show *Firefly* to become such a breakaway cultural sensation. I know when it was first marketed, I certainly had better things to do on my Friday nights than watch a space western with a bunch of (at the time) no-name actors. However, I can say that from the moment I actually sat down and watched the first episode, I was completely hooked. This plucky band of rebellious smugglers living on the ragged edge of space just getting by became like a second group of friends to me, and I cared about their world. The game *Firefly: Misbehavin'* lets me revisit and live in that world, taking on the roles of various factions to come out on top of the 'verse with up to 3 of my friends.

"I aim to misbehave."

To set up *Firefly: Misbehavin'*, each player takes on one of four roles. The crew of Serenity, the evil empire of the Alliance, the Niska crime syndicate, or the den of thieves in Eavesdown. Each player is given a tableau board, one credit, one 'verse token, and a starting deck of cards. Two boards are placed in the center play area and populated with cards. A market board contains three decks of Core, Rim, and Border cards representing the various items, resources, and characters that a player can recruit to their cause with two face-up cards from each deck visible to purchase. A supply board contains several stacks of face up items available for temporary purchase that can be customized for each game. With that, a starting player is chosen as the last person at the table who misbehaved, and the game is ready to start.



"Shiny. Let's be bad guys."

On each player's turn they can take up to 4 different actions. One "Activation," which can be one of four different things: 1) Placing a character on the player's tableau board with optionally triggering them for an ability. 2) Triggering a character played on a previous turn for an ability. 3) Picking a fight by playing a card or moving a card with the fight symbol above the tableau board and either stealing or removing another player's card through conflict. 4) Making a deal by playing a card or moving a card with the deal symbol above the tableau board to use influence and credits to gain a card from the Market. Additionally, a character can "Recruit" by only playing cards from their hand above the tableau board to use influence only to gain cards from the Market or Supply. Lastly a character can both gain 'Verse tokens by meeting a special condition unique to their faction



once per turn and can spend 'Verse tokens for a variety of effects including additional "Activations" as described above.

"Someone ever tries to kill you, you try to kill 'em right back"

Ultimately, there can only be one victor in *Firefly: Misbehavin'*, and that will be the player that starts their turn with a predefined amount of power assembled in their tableau based on the number of players. However, a player may not surprise their opponents with victory. Upon amassing the amount of power required, it must be announced to all other players so that they may have a turn to try to use the "Pick a Fight" activation to steal or remove cards to prevent victory. This makes the endgame ultimately about conflict, each player scrapping and fighting to hold onto what they can, which feels very accurate to the show.

"Appears we got here just in the nick of time. What does that make us?"

Speaking of feel, *Firefly: Misbehavin'* feels like the show in several ways. Each faction is incredibly unique in their approach to the game, and each card pays homage in both large and small ways to the source material. Niska and his company rule through conflict and riches, while the crew of Serenity is resourceful drawing cards at every opportunity to scrape by. Whenever I shuffle up cards and play a game of *Firefly: Misbehavin'*, I feel like I'm immersed into the deep lore of that universe, embroiled in conflict with thieves' guilds and an evil empire. If that's not an endorsement, I don't know what is – if you're a fan of *Firefly* like me, then you'll enjoy *Firefly: Misbehavin'* from Gale Force 9.

•••

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's Smash-Up, WizKid's HeroClix line, as well as classics like Settlers of Catan and Munchkin.



IN THE FOOTSTEPS OF DARWIN (HBG SWDAR-RO1)

From Sorry We Are French, reviewed by Whitney Grace



8 & Up



2 - 5 Players



30 Minutes



\$39.99

When you learn about the limitations scientists dealt with in the past, you wonder how they made all of their groundbreaking discoveries. When Charles Darwin set off on the *HMS Beagle* for his legendary scientific voyage, he relied on rudimentary skills: observation, critical thinking, and imagination. From Sorry We Are French, *In The Footsteps of Darwin* recreates Darwin's famous voyage as a tabletop game where players use their own basic yet powerful skills just like Darwin.

Players assume the roles of junior naturalists on the *HMS Beagle* assisting Darwin on the last leg of his book, *The Origin of the Species*. Gameplay actions resemble a naturalists to-do list: study wildlife, carry out geographical surveys, share findings, and develop theories. The game's goal is to score victory points and determine who contributes the most to *The Origin of the Species*.

From the very moment you open the box, *In The Footsteps of Darwin* embodies the ethos of a RPG by narrating Darwin's scientific story, replicating a Victorian sketchbook with the art, and designing the components to be more like props than game pieces. The components are the journey board, five naturalist notebooks, 64 animal tiles, five character tiles, 16 publication tokens, 15 compass tokens, 28 theory tiles, 10 guide tokens, one Darwin token, one *Beagle* piece, a score pad, a cloth storage bag, rulebook, and appendix booklet. The journey board resembles a world map, and the naturalist notebooks have an authentic feel to them. All these tiny details pull the player into their pretend naturalist roles.



The game's setup is somewhat meticulous, as each component has a special location on the journey board and play area. Components are used throughout gameplay—which is part of the fun—so it's critical to keep everything organized. The journey board is laid in the center of the play area, the *Beagle* pawn is placed at its starting point, each naturalist selects a journal, and tokens are placed in their corresponding spots. Shuffle the character and animal tiles, then draw 12 tiles for each naturalist player, and place them face down in a pile next to the journey board. Randomly select another nine tiles and place them face up in the nine empty spaces on the board. Each naturalist is dealt one Theory tile, with three more theory tiles placed face up on the board, and the remainders are placed face down in two piles. Lastly, each player receives a guide token.

To earn victory points, naturalists select one of the nine tiles on the board. Animal tiles are strategically important because naturalists must assemble 12 animals in four categories to complete their notebook. Animal tiles are also studied and add more actions gameplay



to earn points and tokens. If they choose a character tile, it's placed in their notebook and awards varying tokens.

Naturalists sail the *HMS Beagle* around the board by selecting a tile. Based on the number of tile spaces between the *Beagle* and the chosen tile (between 1-3 spaces), the pawn is moved that amount. There are also special actions, such as hiring a guide to discard tiles or move the *Beagle*; developing a theory to earn tokens and points; and writing a publication when you complete a category role to earn points. Players take turns selecting tiles and moving the *Beagle* until all the tiles from the draw pile are used or one naturalist collects 12 tiles to complete the four categories. Victory points are tallied from the various tokens and completed actions complete during gameplay. The rulebook is essential to understanding how to add up the victory points.

The easiest way to ruin a beautiful-looking game with an awesome concept is for it to have a complicated setup and rules. The game designers were as wise as Darwin when they made the graphics intricate, but with easy to learn rules. The most complex thing about *In The Footsteps Of Darwin* is tallying the final scores. The actions associated with each card become SOP after a few turns, similar to determining an organism's taxonomy. It's a stellar way to learn about biology, evolutionary theory, Darwin and his associates.

The attention to the art and the components is the real draw of the game. While gameplay is creative and fun, the art really catches your attention. It replicates a Victorian naturalist's sketchbook, complete with watercolors, ink, and pencil textures.

In The Footsteps Of Darwin will definitely delight players and nature-lovers, as each game is different from the last and it's always awesome to learn about animals.

•••

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



NIGHTMARE PRODUCTIONS (TOT NPB01)

From Trick Or Treat Studios, reviewed by Thomas Riccardi



10 & Up



2 - 5 Players



60 Minutes



\$59.95

When people dream of Summer, most people think of warmer temperatures, outings to the beach, or going on vacation with the family. However, this is also the time where people crave new movies, and summer kicks off the blockbuster season as well! Will you be able to spend your cash wisely and make films that people will actually want to see, or will you wind up making flops and being panned by the critics? Welcome to *Nightmare Productions*, the latest game from Reiner Knizia and the folks at Trick or Treat Studios.

This game is designed for two to five players and included in the box are the rulebook, game board, and five player screens each representing different studios that can be played. There are also 22 screenplay strips (these are the films you are aspiring to make), 93 production tiles, 30 rating markers, 50 money tokens, 11 awards with stands, and a start player token round out the components of the box.

Setup begins with the person who last saw a horror movie receiving the start player token. Each player then takes one of the screens representing the different movie studios along with the corresponding movie strips that have the same logo across the top. The rest of the strips get shuffled into a pile and put face down, with the exception of the studios not being used — those get removed from play. Next, sort out the legendary creatures from the production tiles and shuffle them and put them face down at the first space on the game board. The remaining spaces you will put the number of production tiles face up corresponding with the number on that space. However, there are the Horror Con spaces and these are different from the rest of the spaces. These spaces one tile is placed per player face down so if there are two players you would put two tiles face down in each of these spaces.

The game is played over a course of four rounds, and during each round each of these spaces are visited in order. The first space is the legendary creature as you take the top token and put it face up in that space. Next, bidding commences with each player offering an amount on that space. Once all the players have passed on bidding, the person with the highest offer wins that tile (so with the

previous example, they would have won the legendary creature). The money spent gets divided up between the remaining players equally. Any leftover money is placed on that space, and everyone moves towards the next space. Bidding for that space is for all the tiles that

are on that space (so if there are three tiles then you would get all three if you won the bid). Horror Con spaces are different as when you land on this space you will be able to take one of the tiles without any bidding. The order proceeds depending on how many creatures and cameos you currently have in your active screenplay.

What players are trying to do is complete the screenplays that are in front of them, and you do so by matching the symbol on your token to the one on the filmstrip. The symbols must generally match, with the exception of a contract as that functions as a wildcard which can be used for anything except a cameo. Once the film strip is complete, the movie is made and you total up all the stars on your tiles and take the rating marker associated with that strip. If someone has already taken that marker you will take the next one down from that. When the last space is reached, that signifies the end of the round and trophies are awarded to the movies with the highest rating. At the end of the fourth round all the awards are given out for not only the best movies with the highest rating, but worst movie with the lowest rating and best casting with the most stars you have for your creatures for completed movies. Once all the awards are given out the points are tallied and the person who has the most points wins the game!

If you ever wanted a shot of running your own movie studio, *Nightmare Productions* is for you; it has competitive and compelling gameplay and easy to learn rules, which will make you want to play it again and again. For more information on this and other great games head on over to <https://trickortreatstudios.com/collections/games> and try your hand at running a movie studio!

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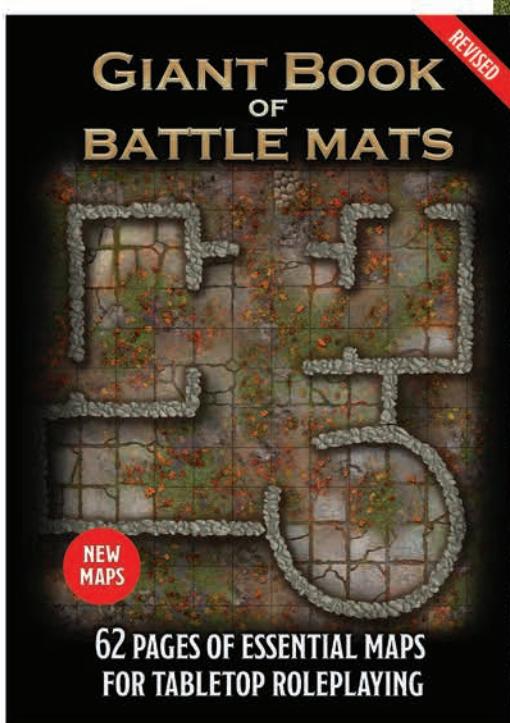
When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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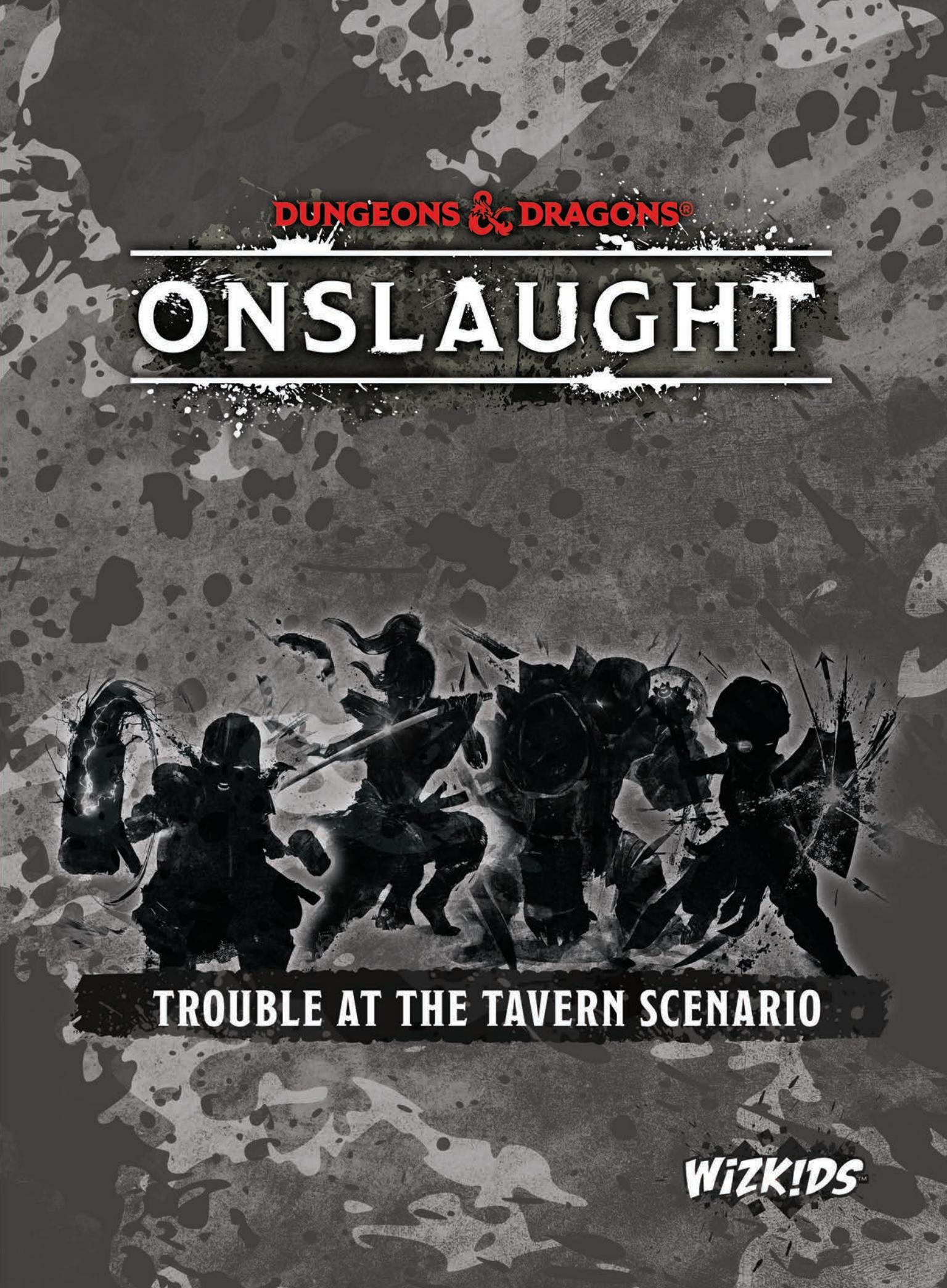
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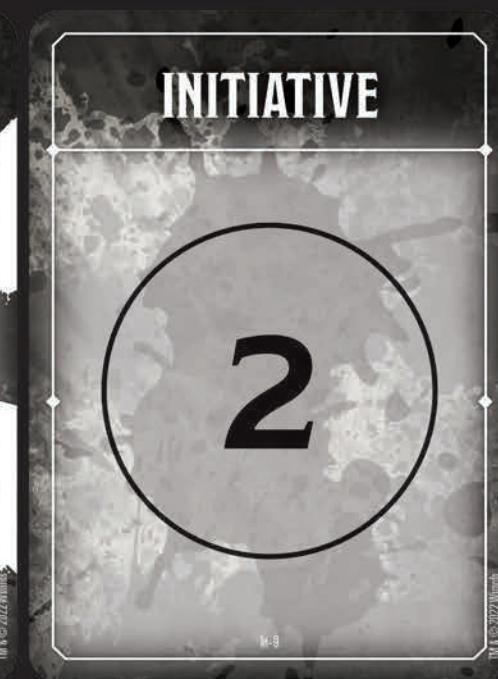
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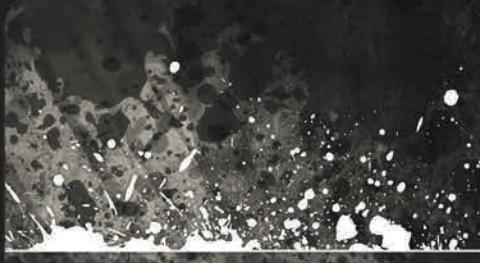




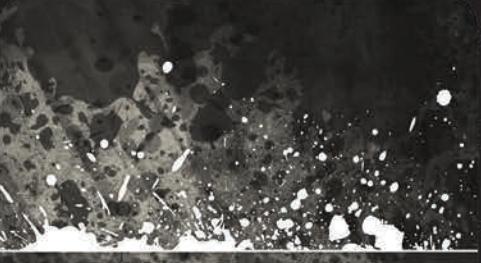


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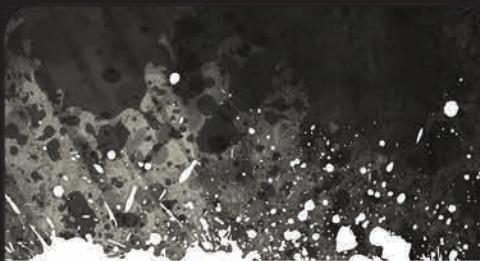
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